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BRADYGAMES®

SIGNATURE SERIES

Devil May Cry



OFFICIAL
STRATEGY
GUIDE

This game
has received
the following
rating from
the ESRB.



CAPCOM®

By Dan Birlew



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Secret Missions

By deviating from the path required by each Mission's objectives, you can find 12 Secret Missions throughout the game. Completing each Secret Mission places a star in the table on the overall ranking screen seen at the game's conclusion.

Although the missions occur in a certain order in the game, the stars appear in certain boxes depending on which missions were completed and which were not. Therefore, the Secret Missions are numbered according to the order of the stars in the overall ranking screen, not the order in which they occur. To alleviate any confusion, there are notes in the Mission Summaries chapter that indicate which Secret Mission is available and at what time.



Secret Mission 1: Critical Hit

MISSION BREAKDOWN

How to Access: After defeating the Phantom in the Cathedral during Mission 3, return to the Path of Trials which floats in pieces above the ocean waters. Jump into the water to begin this Secret Mission.

Objective: To complete this mission, Dante must kill a Sin Scissors enemy with a single critical hit. Although you have fought these evil ghosts before, carefully read their bio in the Enemy section of the game's File Menu. As indicated in the bio, knocking aside the giant scissors causes the creature's mask to become the most vulnerable in the short period thereafter. This is when a critical hit can kill the monster in one shot.



When the mission begins, run into the circular area and wait for the enemy to float down to the ground level. When it is in range, jump high and bounce off the Sin Scissor's mask. As Dante falls from above, press the Circle button to slash with the Alastor. This should knock aside the scissors, and Dante will be standing directly beneath the monster. Quickly place the muzzle of the Shotgun close to the vulnerable mask and fire! When successful, the Sin Scissors dies and releases a **Blue Orb Slice**. If you're unsuccessful, it only releases Red Orbs (or Green Orbs if it caused damage to Dante).

This is one of the most difficult Secret Missions to clear. Not only is scoring a critical hit difficult to accomplish, but Dante's life is drained the entire time he is in the Abyss. If the Sin Scissors manages to score a hit when the life meter is empty, Dante dies instantly! Hopefully, you have a Vital Star and a few Yellow Orbs following the Phantom battle, or you might find yourself replaying the entire mission.



Secret Mission 2: Phantom Baby

MISSION BREAKDOWN

How to Access: At the start of Mission 4, equip the Handguns and enter the Cathedral doors.

Objective: Dante must kill 100 Phantom Babies in a predetermined time period.

Upon entering the door, swarms of tiny Phantom Babies appear near the door so blast away with the Handguns. Move around the enemies as you fire so that Dante steps on the Phantom Babies as well. As the swarm close to the door starts to thin out, move past the entrance to the Path of Trials to the opposite corner where another swarm awaits. After eliminating most or all of the first two swarms, the body count displayed on-screen should be around 75-80.

Run down the center aisle and attack the swarm closest to the altar. This is where things get close, so shoot rapidly! By shooting the remaining Phantom Babies before time runs out, a **Blue Orb Slice** appears near the Cathedral entrance. If you fail, continue to shoot the Phantom Babies to collect the Red Orbs and then leave the Cathedral and reenter to try again.



Secret Mission 3: Phantom Baby 2

MISSION BREAKDOWN

How to Access: After clearing Secret Mission 2, enter the Study at the end of the rounded corridor on the first floor.

Objective: In this pest control sequel, Dante must squash 100 Phantom Babies in even less time by stepping on them! Destroy the tables and furniture in the room during a previous mission to prevent the little devils from hiding under the tables. The best strategy is to engage this Secret Mission with Dante's Devil Gauges at full power.



All of the Phantom Babies are near the entrance, so Devil Trigger immediately and literally run over them. Dante's speed doubles while in Devil Trigger mode, so he can easily squash 80-90 spiders within the first 10 seconds. When the swarm thins and the Devil Trigger power runs out, run over the scattered Phantom Babies near the shop statue and the steps. It's best to go after groups rather than lone Phantom Babies. Upon successful completion of this Secret Mission, a **Blue Orb Slice** appears just below the steps.



Secret Mission 4: The Tthree Beasts

MISSION BREAKDOWN

How to Access: During Mission 4, Dante encounters a Shadow in the Fountain area. After defeating this monster, return to the Airplane Hangar and strike the blue dial until Dante descends into the Slave's Arena.

Objective: Using the handguns, blast away and dodge attacks from the trio of Shadows.



Kill the three Shadows in the B2F Slave's Arena.

Stay in the center of the Arena to see the positions of the three enemies better. If a Shadow reveals its core, the other two monsters move to protect it. The battle becomes much easier if you can eliminate at least one Shadow. After defeating all three enemies, the last one releases a **Blue Orb Slice**. Ride the elevator back up to the first floor to complete the Secret Mission.



Secret Mission 5: One-Eyed Evil

MISSION BREAKDOWN

How to Access: After disposing of the Guiding Light in Mission 7, return to the large chamber in the Waterways where the Beelzebubs first appeared.

Objective: In this Secret Mission, Dante must defeat some Kyklops enemies.



Lure the Kyklops to their mutual deaths.

You can bait the Kyklops into inflicting damage against each other. Continue to leap in the area between them in an attempt to make the earth spiders fire rocks at each other or pounce on one another by mistake. When one of the monsters dies and releases a **Blue Orb Slice**, you can attack and kill the remaining Kyklops.



Secret Mission 6: Shadows in the Dark

MISSION BREAKDOWN

How to Access: After defeating Nightmare in the Cathedral during Mission 16, return to the Airplane Hangar.

Objective: There are two Shadows crouched on the wing of the biplane. Fight and defeat both of them, and then move directly into the Main Hall. Another Shadow is hiding in the small alcove to the left of the blue eye dial. Fight and defeat this creature as well.



Find the hidden monsters near the entrance of the castle.



After defeating the Shadow in the Main Hall, return to the Portcullis room and eliminate the last hidden Shadow. This creature releases a **Blue Orb Slice**.



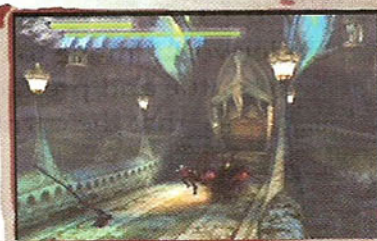


Secret Mission 7: Blue Gem In the Sky

MISSION BREAKDOWN

How to Access: Save your game at the end of Mission 16, because you only get one shot at this Secret Mission and it could take you several tries regardless of your skill level. At the very beginning of Mission 17, step back on the teleport pad and return to the Path of Trials. To trigger this Secret Mission, Dante must jump across the floating pieces without dropping into the water below.

Objective: The floating pieces drop into the water when stepped on, and you definitely need them to complete the Secret Mission. For greater success, move to the edge near the start of the scattered pieces. Using Devil Trigger, perform Air Raid and then glide Dante across. When you reach the side near the Cathedral, the Secret Mission begins.



Jump up to the Blue Orb Slice suspended in the sky.



Deactivate Devil Trigger and prepare to face a Death Scythe—just don't attack or kill it. The idea is to jump onto the black circles that the monster spreads around. These circles propel Dante high into the sky. Meanwhile, the Death Scythe will attempt to attack Dante or knock him into the water. If Dante falls into the watery abyss, the mission ends in a failure forcing you to reset and begin Mission 17 over.

You can also use a Devil Star after performing Air Raid and gliding across the chasm. Kick-jump to the thin ledge above the Cathedral door. From there, use Devil Trigger and then Air Hike into the air. Press R1 to spread Devil Dante's wings, and glide over to the **Blue Orb Slice**.





Secret Mission 8: Hidden Bangle

MISSION BREAKDOWN

How to Access: At the start of Mission 21 in the Underworld, move to the wall across from the Watcher of Time statue and press the X button to enter a secret corridor. Note that the corridor does *not* appear on the map.



Objective: Navigate through the passage and take the right-hand path each time you find a fork in the path. Eventually, a Nobody seals both exits. When you defeat this creature, a **Blue Orb Slice** appears... but the Secret Mission isn't cleared quite yet!

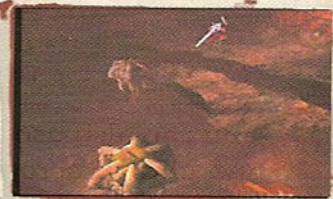


Navigate the secret area to find the Bangle of Time.



Continue up the path, defeating some more Nobodys. A green tissue door is at the top of the path. Beyond the door is a lava-filled room, and it's fine to step on the magma floor. Cross the area to an **Orb Lantern** and destroy it. Then return to the entrance and jump up the cliff platforms to the left of the doorway. Another Dragon breathes fire and smoke on a floating rock platform. Quickly run up to its face and attack its nose. After several strikes, the Dragon crumbles and causes two Frosts to appear below.

Equip the Ifrits and attack the Frosts using Devil Trigger as backup. After defeating the Frosts, a living platform appears high above the room. Jump from ledge to ledge until you reach the living platform, which raises Dante to a higher level. Jump onto the ledge, hop onto the next living platform, and then ride it across the chasm. Jump across the crevice between platforms and claim the **Bangle of Time** to complete this Secret Mission.





Secret Mission 9: Stairway to Tranquility

MISSION BREAKDOWN

How to Access: After leaving the Coliseum at the start of Mission 16, immediately go back inside.

Objective: To get the Blue Orb Slice, Dante must traverse a series of Sargasso skulls.



Use the Sargasso skulls to reach the Blue Orb Slice.

Dante encounters a cluster of Sargasso skulls inside, organized into a crucifix-shaped ladder. The idea is to bounce from skull to skull up to the **Blue Orb Slice** floating above. This task is more difficult than it sounds, and Dante's Air Hike ability helps immensely.

If Dante falls to the ground and the camera angle is no longer helpful, run away from the skulls and then hold R1 and walk back toward them. This causes the camera to rotate to a position behind Dante as he faces the stairway.



Secret Mission 10: Treasure of the Reaper

MISSION BREAKDOWN

How to Access: As Mission 15 begins, head to the east from the Commons back to the round chamber under the mountain where the rotating spike trap is located.

Objective: Find and defeat the trio of Shadows in the underground spike trap.



Defeat the three Shadows in the underground spike trap.

Examine the fresco depicting the Grim Reaper to cause a Shadow to emerge. Start to jump immediately to avoid its preemptive attack. The spikes will cause damage to the Shadows, but the danger posed to Dante in attempting such a strategy is too great.

Fight the first Shadow near the fresco, using mostly the Handguns. Hopefully, the first Shadow will be nearly dead before the second and third Shadows come calling. A **Blue Orb Slice** appears after defeating the final Shadow. Ride the elevator platform back up to the Waterfall to clear the Secret Mission.



Secret Mission 11: Wandering Ghosts

MISSION BREAKDOWN

How to Access: When Mission 11 begins, return to the area in front of the Greenhouse.

Objective: The goal of this Secret Mission isn't to defeat the horde of Sin Scissors. The goal is to bounce from monster to monster up to the **Blue Orb Slice** above the Greenhouse entrance.



Use the enemies to reach the Blue Orb Slice in the sky.

The Air Hike ability is a must, because you can trigger it after bouncing from each enemy. Simply position Dante directly under the **Blue Orb Slice** and wait for the enemies to approach. Jump from enemy to enemy up to the item. After grabbing the **Blue Orb Slice**, return inside the Greenhouse to complete the Secret Mission. You can also attempt this Secret Mission during Mission 15.



Secret Mission 12: Water Cell

MISSION BREAKDOWN

How to Access: After escaping from the Ghost Ship in Mission 13, but before Mission 14 starts, swim back through the wrecked vessel to the Captain's Quarters and examine the grinning skeleton.

Objective: Dante must fight and kill eight Blades in a tiny underwater chamber before they kill him! The number of enemies killed is displayed in the bottom-left corner of the screen.



Outlast all of the Blade enemies in the small underwater chamber.

The water cell isn't as wide as it looks, nor is it as high or as deep. The Blades can swim outside and inside the cell while Dante is confined between several monolith objects. It's best to swim the entire time, attacking enemies on the fly as you pass them in the water. Do *not* focus on chasing and killing one enemy, but rather on attacking the entire group at once. Use the Needlegun to deflect their missile claw attacks, and swim away from Blades that get too close. Don't hesitate to use a Vital Star, because if you fail the mission there isn't a second chance. The last enemy slain drops a **Blue Orb Slice**.



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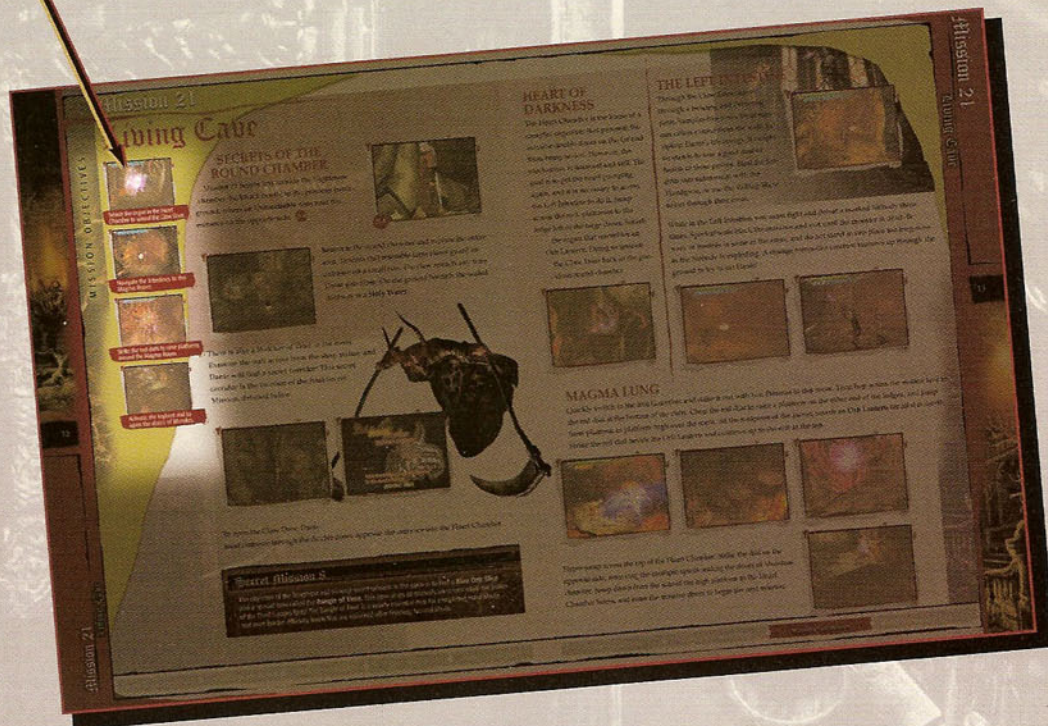
Things to Know

Before you jump right into the book, take a moment to read the information contained in this section. It's here to help you get accustomed to the layout of the book.

Mission Summaries

There are certain things to be aware of as you begin reading the mission summaries for *DEVIL MAY CRY*. Each mission starts with "Mission Objectives." These are things you'll need to accomplish to successfully complete the mission. These are listed only as a reference, as each mission walkthrough covers all the details. So, if you're stuck and you don't want to read the walkthrough for the answer, refer to this section and see if you may have missed a step.

The Mission Objectives are located here.



Devils, Dames, and Dante

Two thousand years ago, the Underworld arose and attempted to take over the world. One of these formerly evil minions saw the light of justice and decided to fight for the powers of good. He saved the human world from damnation, and sealed the gateway of the Underworld for centuries. This dark knight reborn was Sparda, and his name became legend.



Now the Underworld threatens mankind again. The people must depend upon a new champion to heed the call and save the world from damnation.

DANTE Dante

Posing as a private investigator of the paranormal in a major American city, Dante does not often speak of the powers he inherited from his father. Long ago he felt the stab of destiny's call, when servants of the Underworld abducted and murdered his beloved mother and brother. Since that time, he has worked under the guise of a freelance hired gun, eliminating supernatural creatures and clearing demonic infestations. Clients can hire him by using a "password," which must be obtained through nefarious channels. No mortal suspects know who Dante actually is, nor do they understand the strange powers he possesses.

Dante is not just the sum of his twin-gun sidekicks, Ebony & Ivory. His mind is sharp like the steel edge of his father's heirloom, the Force Edge sword. However, his heart burns with compassion instilled within him by his human mother. Deep inside Dante's core, feelings of loss and sadness mix with his lust for revenge against the dark side. He doesn't perform this job just because he loves it, he does it because one day he will learn the truth about his family's death and those responsible will ultimately pay the price.

DANTE AND VERGIL

Vergil is the name of Dante's deceased brother. Dante is named after Dante Alighieri, author of the *Divine Comedy*. The book is a political satire that takes place in various levels of Hell. Vergil is the ancient Roman author from whom Dante Alighieri took most of his inspiration. Vergil's *Aeneid* is a mythological poem relating the foundation of Rome, which pleased the emperor by building a link between divine mythology and Caesar. The brothers' mother certainly had a thing for classic literature.



Trish

This beautiful young woman visits Dante at his detective agency one night. Actually, she destroys the place! During the brief confrontation, she displays demonic powers. Where did she get these abilities, and why does she want Dante to stop the imminent invasion of the Underworld on Mallet Island?

Furthermore, how does she bear such an uncanny resemblance to Dante's deceased mother?





Phantom

The arachnid devil is an elemental creature of fire. Molten lava flows through its veins, and those who face the Phantom shall feel the heat of its wrath. Serving his dark god Mundus to further his own desire, the Phantom hunts down and attacks Dante. Little does he know about the secret the devil hunter is harboring...



Nelo Angelo

Rumors and legends state that those who serve the gods of darkness once served the lords of light. It's no wonder that this dark knight has taken a name meaning "black angel." Despite serving his evil master, this fiendish swordsman prefers to challenge Dante to an honorable duel. Most devils fight with dirty tactics, like the Phantom. Why then does a noble warrior such as Nelo Angelo serve the dark side?

Nelo Angelo is an equal match for Dante, one dark knight against another. There is a readily apparent similarity in their fighting styles. Is this a coincidence, or part of a sinister master plan?





Griffon

The eldest and most loyal servant of Mundus, the Griffon is a devil that has struck terror into the hearts of men throughout the ages. However, his combat abilities are somewhat outdated and rusty. Knowing that it is up against the son of the legendary Sparda, Griffon plunges into battle regardless. Realizing his chances of winning against Dante are slim, it is still willing to sacrifice all in allegiance to the Dark Emperor Mundus.



Mundus

According to legend, a dark prince of the Underworld mustered a great army of evil and slew the former god of evil. Then the overlord planned to break through the thin veil separating the Underworld from the human world, uniting the land of eternal darkness with the world of light. But one of his foremost soldiers saw within human beings the fruit of kindness and generosity, and knew that the Emperor of the Dark must be stopped in his attempt to take over the universe. This dark knight was Sparda, who defeated the evil one and sealed him in the Underworld for 2000 years. Cast out from the Underworld, the former soldier of evil took a human wife. He sired two sons and lived out the rest of his life in peace.

Two thousand years have passed, and the Emperor of Darkness has a new opportunity to invade the world of the living. Dispatching his servants into our reality, the god who calls himself Mundus plans to emerge on the island where humans worshipped him long ago. Although his ancient enemy passed away years ago, Mundus is still extremely concerned about the half-human progeny of Sparda...

THE MEANING OF MUNDUS

Mundus is actually a Latin term referring to the "vile world" or the "imagined universe." The word is also used in the dream-philosophy works of Carl Jung. Therefore, it is not difficult to see how the god of the evil Underworld would have such an allegorical name.

Mavens of Mayhem

This section contains brief descriptions and straightforward tactics for defeating the frequently encountered enemies in the game. After Dante encounters a new type of enemy, its description appears in the Enemy section of the File Menu. The hints and tips in the game are a bit vague, so we will give you the straight shot on defeating these foes.

ADDITIONAL IN-GAME HINTS

As you use more strategies to defeat enemies, more clues and hints appear on their data page in the game. The numbers in the bottom-right corner indicate the total number of hints available and how many you've unlocked.

ENEMIES

Marionette

Bloody Mari
Sin Scissors
Sin Scythe
Death Scissors
Death Scythe
Shadow
Beelzebub
Kyklops
Blade
Sargasso
Nobody
Fetish
Frost
Plasma

The first enemies you encounter in the game are the teetering, tottering giant toys whose antics once amused the families of Mallet Island. Their wooden frames now possessed by the will of evil spirits, they hunt hapless human beings for sport.

Appearance: Marionettes appear in a variety of types with different sets of weapons. Whichever arms they bear, they usually warn of impending attack by spinning their wrists. Some Marionettes throw darts that fly in a straight line. Others toss crescent blades, which fly in a curved arc toward Dante. Occasionally, Marionettes tote around Shotguns. When a Marionette possesses a firearm, kill it first.

Fighting Tactics: Marionettes are the easiest enemies to defeat. Unleash Dante's High Time attack, and juggle them in the air using Ebony & Ivory, the twin pistols. Problems may arise when fighting Marionettes in large numbers. If too many Marionettes clog a corridor, it can prove a bit dangerous. Leap at the crowd and slash as you descend to spread them apart. Use the Shotgun to blow down walls of advancing Marionettes, and keep blasting until their numbers are reduced.



Marionette

Bloody Mari

Sin Scissors
Sin Scythe
Death Scissors
Death Scythe
Shadow
Beelzebub
Kyklops
Blade
Sargasso
Nobody
Fetish
Frost
Plasma

Among the ranks of Marionettes, the red ones stand out. With more hit points and greater agility, they are particularly difficult to kill.

Appearance: The first Marionette to attack Dante inside the castle is a Bloody Mari. Dolls colored red will always stand out as leaders of the pack. In Hard Mode, almost every Marionette is a Bloody Mari!

Fighting Tactics: Bloody Mari enemies require more sword strokes to knock down and more Handgun juggling to destroy. They will also attack more often, forcing Dante to focus mostly on them. However, it's imperative to destroy all the other Marionettes in the area first. By doing so, lesser Marionettes will not surround Dante while he is fighting with one of the tougher Bloody Mari types.



Marionette

Bloody Mari

Sin Scissors

Sin Scythe
Death Scissors
Death Scythe
Shadow
Beelzebub
Kyklops
Blade
Sargasso
Nobody
Fetish
Frost
Plasma

These ghostly manifestations that resemble the Grim Reaper carry giant scissors for weapons. The transparent bodies of the creatures serve as a smoke screen for their true center, which is the mask they wear. All of their unearthly powers are contained in the mask, which is their weak point.

Appearance: Sin Scissors float above the ground like black incarnations of death. They mostly haunt indoors and rarely venture outside until night falls. They carry gigantic scissors as weapons, which distinguishes them from other evil spirits.

Fighting Tactics: The giant scissors act not only as a weapon but also a giant shield. The true target is the mask worn in the head region, not the black ghostly body. To strike a true hit against this enemy, knock aside the scissors to have a chance at hitting the mask.

The best way to accomplish this is by striking the scissors using the Devil Arms, especially the Alastor. The ghost remains stunned for a few moments while trying to hang on to its weapon. It's during this time when the creature is most prone to attack. Quickly aim the Shotgun at its face and destroy the mask. Another strategy that often works is jumping onto the creature and bouncing off its head. This causes the creature to lower the scissors. While in the air above it, attack with the Alastor to hopefully shatter the mask.



Marionette
Bloody Mari
Sin Scissors

Sin Scythe

Death Scissors
Death Scythe
Shadow
Beelzebub
Kyklops
Blade
Sargasso
Nobody
Fetish
Frost
Plasma

Massive scythes define the deadlier elder siblings of the Sin Scissors. Although similar in appearance and weakness, their combat abilities are far greater.

Appearance: Sin Scythes are bolder creatures that appear in daylight or outdoors, wherever their evil natures drive them to go. Because of the greater length of their weapons and their ability to direct these instruments of pain at their victims, Sin Scythes hover at higher elevations above the ground.

Fighting Tactics: Because Sin Scythes remain so high in the air, Dante must make use of his leaping ability to ascend to their level. The Air Hike ability is extremely useful to reach their height, especially in large outdoor areas. While the creatures' weapons serve as a defense mechanism, they are extremely vulnerable to attacks from above. Note, however, that small circles appear in the air between the enemies. Avoid these circles when jumping to the level of the Sin Scythes, or the object will forcefully knock Dante to the ground.

If a Sin Scythe begins to quickly circle in the air, prepare for it to swoop down on Dante. They are capable of impaling Dante and swinging him around like a flag. This causes a great amount of damage, so wiggle the left analog stick to break free from this hold.

Also, listen closely for a spinning sound. This indicates that a Sin Scythe is twirling its weapon and will soon send it spinning after Dante. The scythe is incredibly accurate, both on its launch and on return to its master. Focus on dodging these attacks or Devil Trigger and blast the spinning scythe away using Dante's Handguns. This monster is most vulnerable while its scythe is out of its hands, but dodging the scythe to attack the creature is a difficult task to master. Otherwise, the Shotgun is extremely effective at destroying the evil spirits' masks. It is possible to stun the creature and knock its weapon to the side, much like the Sin Scissors.



Marionette
Bloody Mari
Sin Scissors
Sin Scythe

Death Scissors

Death Scythe
Shadow
Beelzebub
Kyklops
Blade
Sargasso
Nobody
Fetish
Frost
Plasma

Although similar to the Sin Scissors in their ghostly appearance and choice of weapon, Death Scissors are a much more fearsome foe.

Appearance: Their cow skull heads and longer instruments define their physical differences from other evil spirits. Death Scissors are extremely rare in Normal mode, but they frequently appear in higher difficulty modes. When entering the lair of Death Scissors, you'll see four ghostly lights mounted on the ground. These devices create a cubicle trap of spectral beams, which the monster can move in and out of at will while trapping Dante inside.

Fighting Tactics: Death Scissors are mostly immune to attack by firearms. The range of the Alastor is required to hit this enemy, and its cow skull is the main target. The scissors provide extremely good protection, so knocking them aside is required. When fighting a Sin Scissors, try a reverse strategy that you might use against the Sin Scissors. Use the Shotgun to knock the weapon aside, then quickly leap up and slash at its skull. This should inflict a good deal of damage, but killing a Death Scissors with a single critical hit is impossible. You must repeat this technique several times.

You can also use the Air Raid attack often, or blast the creature with Handguns while in Devil Trigger mode. Once the head of the monster starts to glow with a bright red color, however, cease your attacks. During this time, the Death Scissors becomes invulnerable and you must wait for it to "cool down."

When the monster begins spiraling through walls to impale Dante by surprise, focus on dodging by kick-jumping off the walls of the spectral cage. Most attacks are ineffective during this time as well.



Marionette
Bloody Mari
Sin Scissors
Sin Scythe
Death Scissors

Death Scythe

Shadow
Beelzebub
Kyklops
Blade
Sargasso
Nobody
Fetish
Frost
Plasma

The lord and commander of all the evil spirits, Death Scythes pose the greatest threat to Dante.

Appearance: These ghostly monsters resemble the Death Scissors, but they haul multiple large scythes with which to attack. The domain of a Death Scythe is littered with large scythes. Black spiraling circles appear on the ground three or four at a time in the vicinity as well.

Fighting Tactics: Stepping on the black circles launches Dante into the air like a projectile. As soon as Dante shoots into the sky, a Death Scythe will swoop in and attack. You can, however, utilize these black tornadoes to soar above the monster and attack it where it's most vulnerable. Like the Death Scissors, you must attack these creatures on their horns.

At the start of a battle, the monster has only one weapon. If the battle takes too long, though, the enemy begins to gather all of its scythes from around the area. The more scythes it carries, the harder it is to attack and dodge the evil spirit. It is best to employ the Air Raid attack, or pummel the creature with bullets enhanced by the Devil Trigger.



Marionette
Bloody Mari
Sin Scissors
Sin Scythe
Death Scissors
Death Scythe

Shadow

Beelzebub
Kyklops
Blade
Sargasso
Nobody
Fetish
Frost
Plasma

An ancient nemesis of devil hunters, Shadows are incredibly intelligent monsters that can attack and defend with swiftness and extreme prowess. It is no wonder they have chosen a panther-like form as their main appearance. However, the black smoke of their bodies is only a protective covering for the true form of the creature that lies beneath.

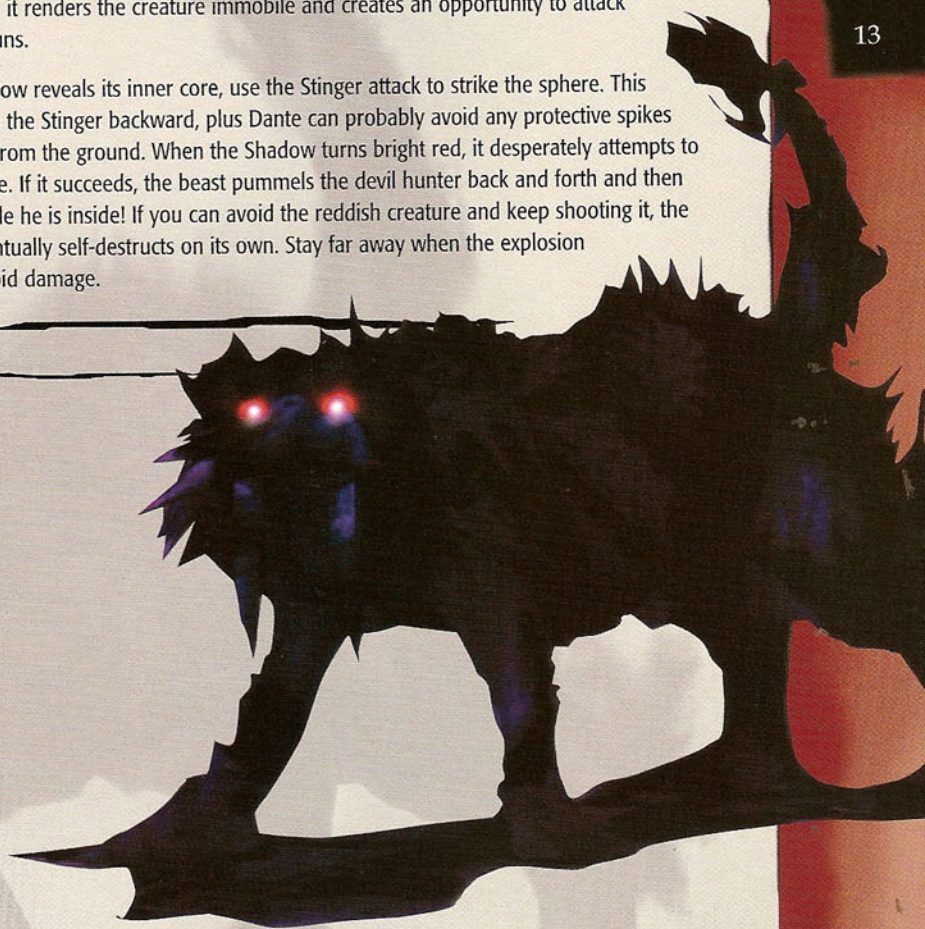
Appearance: Shadows resemble demonic panthers with red glowing eyes. They often seal off all exits so that Dante must fight them in order to proceed. When a Shadow absorbs damage to a great degree, it reveals its true self: a floating, reddish sphere. The sphere is vulnerable to attack by the Devil Arms, but the creature can still protect itself with defensive measures.

Fighting Tactics: Familiar with the powers of the ancient Devil Arms, Shadows have developed a strong countermeasure against their use. Any attempt to strike a Shadow with the Alastor or Ifrit reveals the invisible protective shield around the beast. This shield will then launch large projectiles toward Dante, causing massive trauma. On the other hand, Shadows are unfamiliar with firearms so use them to attack. Blast away with the Handguns, and use the Roll move (R1 + Circle + Analog Stick left or right) to get away from them.

Bullets powered by the Devil Trigger are the most effective ammo. Occasionally, the creature transforms into a long spear that shoots horizontally across an area. When Dante successfully jumps onto the long spear section, it renders the creature immobile and creates an opportunity to attack freely with the Handguns.



When a Shadow reveals its inner core, use the Stinger attack to strike the sphere. This attack knocks the Stinger backward, plus Dante can probably avoid any protective spikes shooting up from the ground. When the Shadow turns bright red, it desperately attempts to capture Dante. If it succeeds, the beast pummels the devil hunter back and forth and then explodes while he is inside! If you can avoid the reddish creature and keep shooting it, the monster eventually self-destructs on its own. Stay far away when the explosion occurs to avoid damage.



ENEMIES

Marionette
 Bloody Mari
 Sin Scissors
 Sin Scythe
 Death Scissors
 Death Scythe
 Shadow

Beelzebub

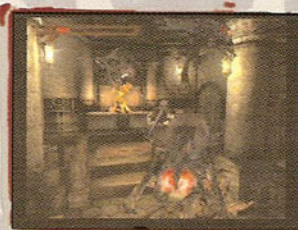
Kyklops
 Blade
 Sargasso
 Nobody
 Fetish
 Frost
 Plasma

Various types of insect-like devils inhabit the bowels and waterways beneath the castle. Spreading their disease and pestilence, the creatures known as Beelzebubs are a creepy reminder of the Underworld's twisted nature.

Appearance: Beelzebubs infest locations in small swarms. These teams of enemies consist of blue flying monsters that drop carnage from above, and ground insects that spit toxic substances. The flying types are more likely to attack when the green bugs on the ground distract Dante.

Fighting Tactics: You can clear areas of Beelzebubs by using the Shotgun. The flying insects are weaker, so a single Shotgun blast can kill multiple enemies. The ground types act like power chargers for the flying types by feasting on dead flyers, becoming more powerful. Use the Stinger attack to knock the ground types on their backsides, and then leap high to blast them. An even better attack against the ground types is to hoist them in the air with the sword and blast their underbellies using the Shotgun.

It is unwise to destroy either type of insect with a Devil Arm. If you do so, when the Beelzebub expires it causes maggots to explode onto Dante. Beelzebubs are incredibly easy to destroy, and they release a low number of Red Orbs. The flying types, though, attempt to drop maggots from the sky. When maggots cover Dante, he cannot aim his firearms properly. Jump back and forth to quickly shake them off.



ENEMIES

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 Beelzebub

Kyklops

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 Frost
 Plasma

Gigantic spiders composed of earth elements, the Kyklops seek to crush Dante beneath their large bodies. Their ability to leap long distances is disproportionate to their size, so don't get caught off-guard.

Appearance: Although they look like giant spiders, resembling the Phantom, there are significant differences between these monsters. On occasion, Kyklops often attack each other by mistake. Nevertheless, they move and react more swiftly than you might anticipate.

Fighting Tactics: Keep the Kyklops in close range of each other, and they will inflict more damage to each other than to Dante. A Kyklop can quickly fire a barrage of rocks from its mouth with very little warning. If you're directly in front of a Kyklop, use the Stinger attack to prevent it from shooting a rock. Otherwise, you should attack mostly by air. Leap above the creatures, slashing and shooting at their topsides. When possible, use your Devil Trigger and perform the Air Raid attack to easily eliminate a Kyklop.



Marionette
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 Sin Scissors
 Sin Scythe
 Death Scissors
 Death Scythe
 Shadow
 Beelzebub
 Kyklops

Blade

Sargasso
 Nobody
 Fetish
 Frost
 Plasma

Warriors of the Underworld in lizard-like form, the Blades are swift and deadly enemies with strong defensive armor. They will quickly surround and rip apart their prey.

Appearance: Wearing helmets and small pieces of armor, Blades are superior fighters and strong enemies. When fighting them, bullets and firearms are mostly ineffective. Resembling humanoid lizards, they are capable of powerful battles on land and in water. They even use their blood as a source of attack. These beasts can pressurize their circulatory systems, causing their claws to shoot from the ends of their hands like mini projectiles.

Fighting Tactics: Strategic fighters, Blades rarely fight alone. Oftentimes, a Blade will stay in the background as Dante fights one of its comrades. However, this creature is only looking for an opportunity to strike. Surrounding their prey and attacking from all sides is their ultimate goal.

When Dante staggers or his life meter gets low, the Blades will attack more relentlessly. Their armor covers their backs, faces and arms, but it does not cover their undersides. Blades will stay low to the ground, so Dante's initial attack should be an upward-swinging blade. When done correctly, the enemy will stay upright for a full second, enabling Dante to quickly blast it in the gut with his Shotgun.

Blades seem to have little defense against an attack from below, so continuously perform uppercuts to constantly hoist them into the air. If possible, shatter their masks and then launch an Air Raid attack. This method quickly dispatches Blades. When surrounded by more than three Blades, it's best to use Devil Trigger and dive into the middle, swinging your sword from side to side. Taking multiple shots at such lightning speeds, the Blades will be unable to retaliate.



Marionette
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Nobody
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Frost

Plasma

Demonic soldiers composed of the ice elements, Frosts can manipulate the moisture in the air around them to perform awesome attacks covering a wide range.

Appearance: Composed entirely of ice, it is difficult to imagine such creatures existing in the volcanic bowels of the Underworld. However, Frosts are devils of the highest order, moving at incredible speeds and attacking with uncanny precision.

Fighting Tactics: When fighting these demons, quickly equip the Ifrit Gauntlets. Switching the Devil Arms from the Weapons menu is better than pressing the R3 button, because Dante isn't vulnerable to attack during the changeover. These ice devils have a strong weakness to fire and are impervious to almost anything else.

Special moves such as Kick13, Magma Drive, and Inferno are extremely effective against them. Use the Magma Drive upper-cut to throw them off balance, and then combine other fiery kicks and punches to drive them back. Frosts can counterattack even when taking a direct hit to the face.

When a Frost leaps into the air, jump far away. When it comes back down, it spreads icicles across the ground similar to the way the Inferno attack spreads flames. You can counter this by jumping straight into the air with the Rolling Blaze move. The flames emanating from Dante's body will destroy the ice.

When confronted by more than one Frost, initiate the Devil Trigger as much as possible and quickly pound the enemies to death. Although they bear certain physical and tactical similarities to the Blades, the Frosts are far more deadly creatures. Deal with them only in the hand-to-hand combat style of the Ifrits.



- Marionette
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- Sin Scissors
- Sin Scythe
- Death Scissors
- Death Scythe
- Shadow
- Beelzebub
- Kyklops
- Blade

Sargasso

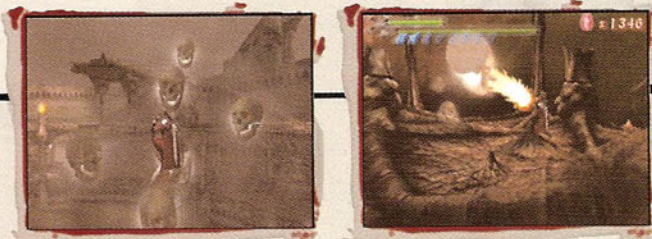
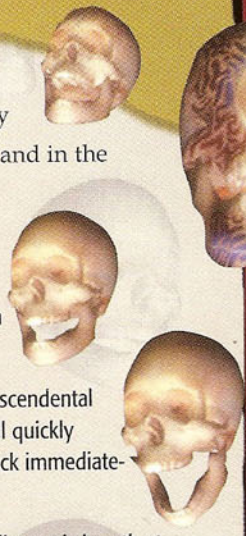
- Nobody
- Fetish
- Frost
- Plasma

These enormous skulls exist in a realm slightly between this reality and the next. Sargasso skulls dwell in the waters beneath the seas and in the murky recesses of our nightmares.

Appearance: Sargasso spirits assume the shape of human skulls to inspire dread and loathing in their prey. Each skull remains somewhat transparent and non-existent until a victim draws too near. You may even encounter a skull even bigger than the rest, painted with the archaic symbols of Underworld rituals.

Fighting Tactics: To attack its enemy, the Sargasso must transform from a transcendental creature to a physical enemy. Until that time, Dante cannot target them. You will quickly learn the range at which a Sargasso becomes active, and you must learn to attack immediately thereafter.

A Sargasso attacks by either chomping its target inside its wide jaws, or by exuding toxic breath at medium range. The best weapons to use against Sargasso are the Alastor combined with the Shotgun. It only takes one attack from each weapon to crumble a regular Sargasso. The larger, painted skulls require three to four hits, and it is usually better to strike with the Devil Arms. The last of the skulls usually releases a Green Orb when destroyed.



- Marionette
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- Death Scythe
- Shadow
- Beelzebub
- Kyklops
- Blade
- Sargasso

Nobody

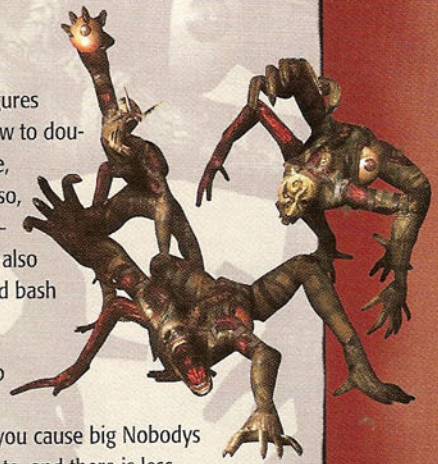
- Fetish
- Frost
- Plasma

Even their unholy master despises these fiendish jackals of the Underworld. They are despised so much so that they are unworthy of an actual name. Nobodys revel joyously in their homicidal madness and chaos.

Appearance: Twisted and contorted, Nobodys resemble humanoid figures made to crawl on all fours. When donning a mask, these monsters grow to double their original size. A Nobody becomes most dangerous at this stage, since it can perform a ritualistic dance that siphons Dante's powers. Also, enlarged Nobodys will leave large parts of their bodies on the ground—resembling eyeballs—that roll after Dante and explode. Giant Nobodys also have a strong arm growing from their backs, which can grab Dante and bash him against walls and the ground.

Fighting Tactics: When attacking a lone Nobody, attack and then leap away. Launch the Stinger attack directly at their heads, and attempt to destroy their masks when the Nobodys are large. It is imperative that you cause big Nobodys to shrink as soon as possible. They fight more fairly in their smaller state, and there is less chance that they will siphon magic energy.

If eyeball bombs roll after Dante, strike them with a sword to harmlessly detonate them. Use Devil Trigger to pound them with enhanced bullets, and perform the Air Raid attack to weaken their numbers.



Marionette
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 Nobody

Fetish

Frost
 Plasma

Leading packs of Marionettes on their gruesome hunts, the Fetish is a truly bizarre spectacle. Although it doesn't share the same weakness as its toy brethren, it is capable of causing quite a few problems.

Appearance: Feathers and a mud-like substance cover these ghastly beasts. Although they are humanoid and move like Marionettes, they can breathe fire and launch devastating attacks with their twin weapons.

Fighting Tactics: To some extent, Fetishes are stronger Marionettes with more fearsome attacks. It is unwise to carry out your initial attack with the Alastor. If a Fetish blocks the attack, Dante has only a split second to leap away before the enemy showers him with fire. The monster can toss its two shield-like weapons over long distances, and then retract them much like a yo-yo on a string. This enables the Fetish to attack Dante from off-screen without much warning.

When a Fetish creature fires up its two shields and begins to spin around the area, jump out of the way or use the Stinger attack to knock it down. The Fetish possesses the same ability to scream as the Marionettes, which traps Dante like a puppet in midair. Wiggle the Left Analog Stick and press the Circle button to chop your way out of its hold.

When Fetish monsters travel in packs or with Marionettes, it is best to launch an Air Raid strike to thin out the herd. You can then focus on eliminating the stronger Fetishes.



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Plasma

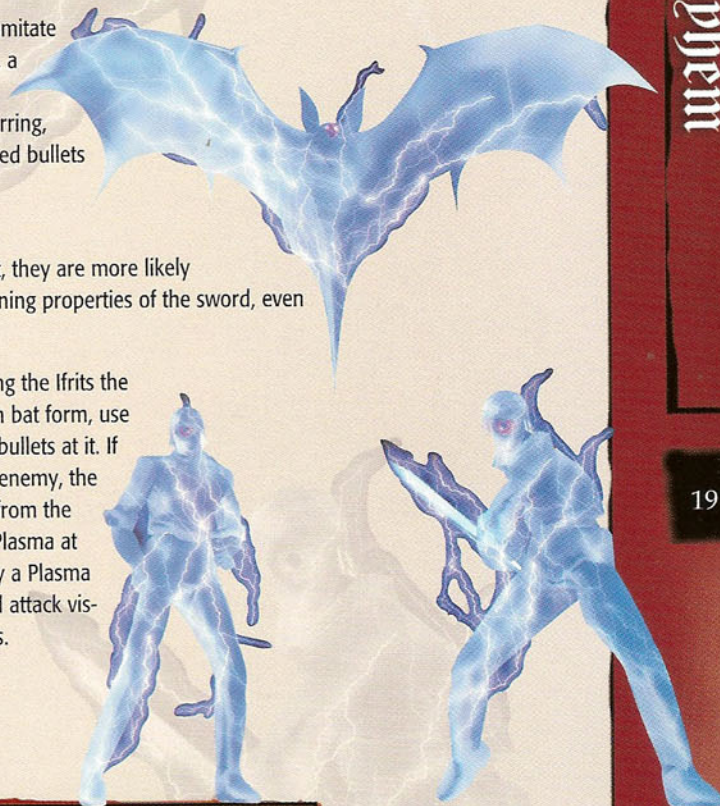
Plasmas are evil spirits that mix organic materials with electricity. They can shape-shift between a bat form and humanoid state, giving them command of the ground as well as the air. The Alastor holds no power against these supercharged enemies.

Appearance: Plasmas are solid blue in color, rippling with the electricity that powers their attacks. While in bat form, Plasmas can fly above Dante and attack from the sky. They can also launch a plasma-particle beam in either human or bat form.

When knocked from the sky, they will imitate Dante in his attack styles. Occasionally, a Plasma may divide into three parts when struck. To prevent this from occurring, only use Dante's Ifrits or flame-enhanced bullets to attack.

Fighting Tactics: These creatures are immune to the Alastor's attacks. In fact, they are more likely to derive greater energy from the lightning properties of the sword, even as they take damage.

The bane of Plasmas is fire, thus making the Ifrits the weapon of choice. When a Plasma is in bat form, use Devil Trigger and shoot fire-enhanced bullets at it. If the flaming bullets do not destroy the enemy, the attack will certainly knock the Plasma from the sky. When this occurs, engage a lone Plasma at close range. If surrounded suddenly by a Plasma that has split, use the Devil Trigger and attack viciously to quickly reduce their numbers.



Skills to Pay the Bills

As a hired gun paid to eliminate supernatural pestilence, the demand on Dante's skills is very high. To defeat the enemies of Mallet Island, you must swiftly learn Dante's abilities. This section of the book contains short essays about controlling Dante, and includes a few tips for beginners and advanced players alike.



DEFAULT CONTROLLER SETTINGS

Left Analog Stick	Move/Menu Cursor
Digital Pad	Menu Cursor
X	Search/Accept Option
Square	Search/Accept Option
Circle	Devil Arms Attack
Triangle	Jump/Hyper-jump
R1	Aim/Ready/Special Move
R2	Taunt Enemy
L1	Devil Trigger
L2	Quick Map
R3 (press Right Analog)	Switch between Alastor/Ifrits
START	Access the Menu
SELECT	Pause Menu/Skip Scene

COMBINATION CONTROLS

R1 + X	Shoot Firearms*
R1 + Square	Shoot Firearms*
R1 + Circle	Devil Arms Special Attack*
R1 + L1 + START + SELECT	Reset to Title Screen

*In Easy Automatic Mode, there is no need to press R1.

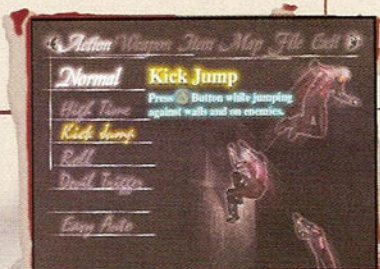
Normal Special Moves

Dante begins the game with special moves he has developed while honing his devil hunting craft. Details on most of these moves are contained in the "Normal" section of the Action Menu.



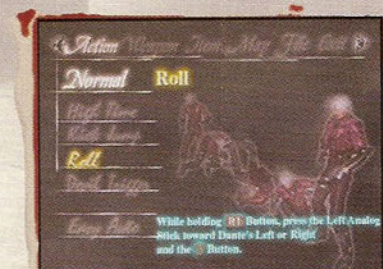
KICK-JUMP

Dante can leap much higher than any normal human. For him, even stairs are optional. Jump toward any wall or vertical surface and press the Triangle button again the moment Dante connects with the wall. Dante will pounce off the surface to the next level. Press the Left Analog Stick in a new direction during the kick-jump to make Dante travel a different direction from the point of impact on the wall (rather than up).



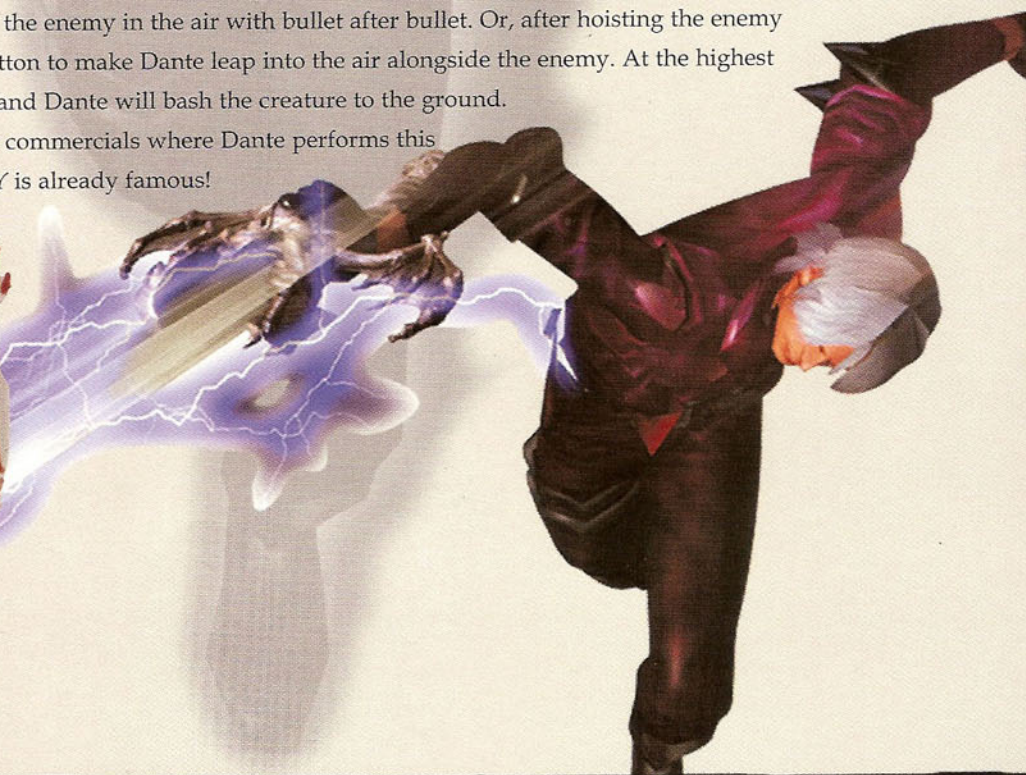
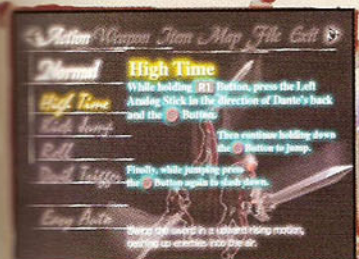
ROLL

Dante rolls out of harm's way by holding R1 and pressing the Left Analog Stick in the direction to Dante's left or right, then pressing the Triangle button. We mean his actual left or right as you are viewing him on-screen. For more information about screen directions, read "2D Movement in the 3D Plane" later in this chapter.



HIGH TIME

High Time is Dante's signature, multi-faceted combat move. To begin High Time, hold R1 and press the Left Analog Stick in the direction away from the enemy Dante is facing. Press the Circle button, and Dante will bash the enemy up into the air. At this point, you can switch over to the Handguns by pressing the X button. Tap the X button continuously to "juggle" the enemy in the air with bullet after bullet. Or, after hoisting the enemy aloft, press and hold the Circle button to make Dante leap into the air alongside the enemy. At the highest point, tap the Circle button again and Dante will bash the creature to the ground. You have probably seen videos or commercials where Dante performs this move—it is why DEVIL MAY CRY is already famous!





DEVIL TRIGGER

Press L1 when the "Devil Gauges" beneath Dante's life meter are full. You must have the Alastor or Ifrits equipped to Devil Trigger. In Devil Trigger mode, Dante enters a state where his demonic side takes over and his power doubles! For more information about Devil Trigger and the special moves that go along with it, read the "Devil Trigger" chapter.

SASHIMI

Although not listed in the Normal Actions menu, Dante can hack his enemies into chopped liver with this frantic stabbing attack. Each time you press the Circle button, Dante slashes back and forth across an enemy. Slash the enemy twice, but hold the Circle button down for a brief moment after the second stroke. Start tapping the Circle button rapidly and Dante executes a vicious flurry of stabbing attacks!



The Sashimi is a great move to use until the Stinger is acquired.

2D Movement in the 3D Plane

Although the game is set in a striking three-dimensional world, the control scheme works in a 2D fashion. Rather than tying the controls to Dante's actual left and his actual right, the controls are tied to the directions on-screen. This means that when you want Dante to run toward the screen, press down on the Left Analog Stick. Press up when you want him to run back into the environment. If Dante is facing you and he needs to run to the left side of the television monitor, then press that direction.

Camera angles often change while Dante crosses areas of the game. Just keep pressing the Analog Stick in the direction you already had it—Dante keeps moving forward from the previous camera angle. In other words, if you are moving Dante toward the camera by pressing down on the Left Analog Stick and then the camera angle changes to a position behind Dante, you do not have to move the Left Analog Stick to accommodate the new angle.



For some special moves, pressing the Left Analog Stick in a certain direction is required.

As Dante runs toward the screen...



...the stick doesn't have to be rotated to accommodate new camera angles.

Airborne Attacks

Dante is quite a jumper. His leaping abilities give Dante all the advantage he needs over enemies. While in the air above devils, you do not need to hold the R1 button to fire a gun. This should free up your hand enough that you can tap the X button quickly. When shooting rapidly, Dante stays aloft because of the force of the weapons!



Dante can also attack with the Devil Arms from above, and there is no need to hold R1 for this. Press the Circle button while Dante is high up, and he comes down forcefully, chopping the enemy with his sword.

When equipped with the Ifrit Gauntlets, Dante attacks differently from the air. When airborne, press the Circle button and Dante launches himself at the closest enemy, delivering a fiery blow that stuns the monster!

Enemy-Specific Attacks

Some attacks work more proficiently against certain monsters than others. To get a good grasp of when it is appropriate to use any of Dante's special attacks, study the "Mavens of Mayhem" chapter. Get more familiar with the uses and limitations of the firearms in the "Guns and Weapons" chapter.

Several large and powerful devils that serve the Underworld will challenge Dante multiple times in the game. These are called "Boss Monsters," and they are tougher and more powerful than all the regular enemies combined. To learn which of Dante's skills to use against which boss enemy, refer to the mission-specific boss strategies in the **Mission Summaries**.

This book is the ultimate reference source for the game, providing all the information you need to conquer every monster and locked door that gets in your way. You may not be able to understand half of what is written here unless you see exactly what's described here. Try everything in *DEVIL MAY CRY* first on your own, and use this book to help you sharpen your devil hunting skills only when needed.



Useful Items

Several consumable goods help Dante in his quest to rid the world of evil. You can use any of these items from the menu during battle. You can purchase many of them during the game by trading Red Orbs for them.

VITAL STAR

Dante begins his mission with one of these in his inventory. He can hold one of these at any point, unless you are playing Easy Automatic Mode. Dante's life meter is reduced each time he takes damage. The meter is green-colored when he is still in good shape. It turns orange when health is in the midrange, then red when things are critical. When Dante's life meter is empty, the next hit he takes will kill him. Sometimes during the game, Dante's life is gradually drained for one reason or another. The meter can be drained to zero, but it will not kill him. Whenever Dante's life meter is red, use a Vital Star and he will recuperate full health. Vital Stars are never found in the game—you can only purchase them between missions or at Watcher of Time shop statues.



DEVIL STAR

When Dante obtains the Alastor and Ifrits, he becomes capable of entering Devil Trigger mode. This is discussed in more detail in the next chapter. As Dante remains in Devil Trigger mode, the Devil Gauges below his life meter are drained over time or by use of special moves. A Devil Star recharges five Devil Gauges when used. Dante can hold 10 Devil Stars in his inventory. Devil Stars are hidden in several secret spots in the game, and you can purchase them between missions or at the shops.



UNTOUCHABLE

Using an Untouchable grants Dante immortality for a short time. While the Untouchable's shield is in effect, his life meter cannot be further reduced and his Devil Gauges remain full. This means that Dante can stay in Devil Trigger mode the entire time and really give his enemy a beating! Save these important items for battles against boss monsters to gain the upper hand on an enemy that is almost defeated. You cannot purchase Untouchables; you can only find them by searching well and finding their hidden locations.



HOLY WATER

When used from the item menu, Holy Water causes severe damage to all enemies in the immediate area. In some incredibly wide areas, such as the Commons outside the Coliseum or the path through the Canyon of Mist, a Holy Water's power will not reach all the way to the far ends. However, most enemies surrounding Dante will be killed when this item is used.



You can find Holy Water globes in a few locations throughout the game, and purchase them between missions and at shop statues.

Easy Automatic Mode



No one is going to deny that *DEVIL MAY CRY* is challenging. The first time you pop the game into your PlayStation2 unit, you must play the game in Normal Mode. Soon, you might wish that there were some sort of training beforehand. Easy Automatic Mode is unlocked if the player uses a Yellow Orb during any of the first three Missions, or if a Vital Star is used in Mission 3. When the game offers Easy Automatic Mode between Missions, you can continue the current adventure without starting over.

In Easy Automatic Mode, when you hold the X button, Dante fires continuously, rather than having to press the fire button for every bullet. From midair, Dante fires so quickly that he remains airborne by force of the guns! Also, many special moves utilizing the Devil Arms can be accomplished without holding the R1 button.

Easy Automatic Mode is a great way to learn the layout of the game and get a good idea of what the challenges are like. However, none of the game's extra difficulty modes or secret characters can be unlocked by clearing Easy Auto Mode. For that, you have to prove yourself worthy by enduring the intensity of Normal Mode.

Devil Trigger

Once he finds legendary weapons of power inside the ancient castle, Dante awakens abilities of which he was not aware. When the Devil Gauges beneath Dante's life meter glow brightly, this indicates that they are fully charged, and that means that the minions of evil should beware, for Dante can engage the Devil Trigger.



Devil Gauges

When Dante obtains the Alastor inside the Ancient Castle on Mallet Island, three mystic runes appear under his life meter. These are the Devil Gauges. The runes fill with demonic power that can be unleashed during combat. Dante begins with three gauges, and his Devil Trigger mode lasts only until the power in the gauges runs dry. You can get additional Devil Gauges by purchasing a Purple Orb from the Extras shop menu. Dante's Devil Gauges can be lengthened to a maximum of 10 runes.

REFILLING DEVIL POWER

In the Underworld, power is equivalent to the pain you inflict or the pain you receive. Dante regains devil power whenever he strikes a successful blow with the Devil Arms, or whenever he takes a direct hit. For some reason, Dante also regains power when he fires his handguns. Although they may be the weakest firearms, they are the best ones to keep equipped at all times for this reason. Once Devil Trigger is used, at least three Devil Gauges must be refilled before this demonic state can be triggered again. A quiet chime will sound whenever three Devil Gauges are full and ready to be used.

Benefits of Devil Trigger Mode

Press L1 when the Devil Gauges are full to trigger Devil Trigger mode. The hired gun glows with supernatural power while this state is in effect. Dante can sprint at twice his normal running speed while in this mode too. Also, Dante will not stagger or reel from attacks he receives. This enables him to counterattack instantaneously.

SAVE IT FOR LATER!

Save the Devil Trigger ability for situations in which enemies attempt to surround and overwhelm Dante.





When the Alastor is equipped and Devil Trigger is engaged, Dante glows with blue electricity and both his sword and firearm attacks bear the elemental property of lightning. A few creatures are resistant to the effects of electric attacks.



When the Ifrit Gauntlets are equipped, Dante burns with elemental power. Bullets fired from guns are enhanced with the searing power of flame. Dante is capable of issuing a blur of punches and kicks at double the normal power of the gauntlets. Hold R1 and press down on the Left Analog Stick, then quickly tap Circle to unleash a fury of blows.

During the final legendary battle of the game, the Sword of Sparda enables Dante to Devil Trigger and fight with the powers of a true dark knight. Instead of firing the Handguns, Dante hurls red energy balls at his enemy. Attacks with the Sparda sword lash out at twice its already considerable length. Unfortunately, this only occurs in the final battle, and Devil Trigger is not available with the Sword of Sparda before that time.



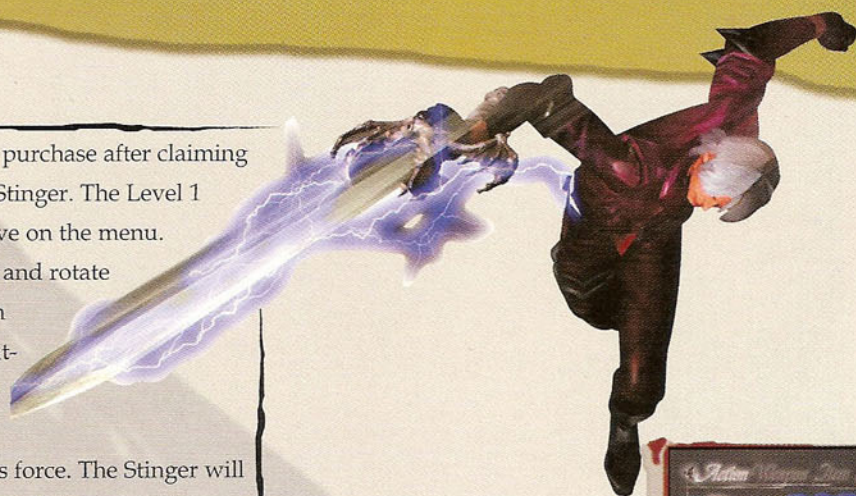
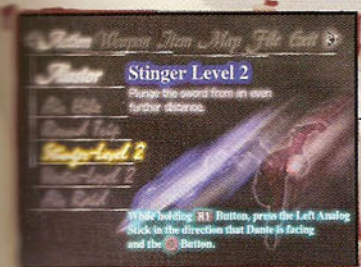
When he has the Alastor and the Ifrits, Dante can learn special moves by feeding a high number of Red Orbs into the Devil Arms. Some special moves enable normal Dante to navigate through the game better, but certain special moves can only be used in Devil Trigger mode. The amount of orbs required to obtain each move are shown whenever you access the shop menu before a mission or at a Watcher of Time shop statue.

Alastor Special Moves

The Alastor has its own menu of special moves that you can purchase as soon as enough Red Orbs are collected. After trading orbs for an attack, access the Alastor section in the Actions Menu and review the control combinations to execute the special move.

STINGER

One of the first attacks you can purchase after claiming the legacy of the Alastor is the Stinger. The Level 1 Stinger is the lowest priced move on the menu. To execute the Stinger, hold R1 and rotate the Left Analog Stick toward an enemy, then press the Circle button. Dante will glide across the ground and stab the Alastor into an enemy with tremendous force. The Stinger will often stun enemies or knock them to the ground. Upgrading the Stinger to Level 2 enables Dante to glide farther and deliver a more powerful attack.



AIR RAID

The second cheapest Alastor skill to purchase is the Air Raid. This is also one of the most useful skills for reaching high areas and floating over difficult terrain. While in Devil Trigger state, jump into the sky and press R1. Large bat wings will extend from either side of Dante. From this high vantage point, press the X button to target bolts of lightning at enemies on the ground below. To return to earth, press the R1 button again. The added advantage of the Air Raid is that Dante can fly over troublesome terrain, such as the "Path of Trials" outside the Ancient Castle.



ROUND TRIP

This Alastor skill enables Dante to fling his sword at an enemy. The Sword spins within the enemy's body, causing multiple hits of damage before returning to its place on Dante's back. While the sword is attacking an enemy, you can double the attack by firing guns at the enemy. Once the skill is obtained, press and hold the Circle button until Dante flings the weapon. Press the Circle button again if you want the Alastor to return immediately.



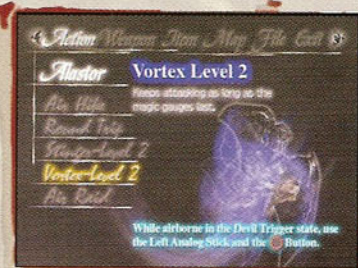
AIR HIKE

The most expensive Alastor skill is the Air Hike. By creating a small magic platform in midair, Dante can kick-jump anywhere, not just off walls. The Air Hike provides greater ease in reaching items and orbs stashed high up. Dante can also gain a greater height advantage above monsters, enabling him to shoot more bullets from above before falling back to earth.



VORTEX

This is probably the next skill you can afford to buy after Air Raid. When Dante is in Devil Trigger mode, jump in the sky and press the Left Analog Stick toward the enemy, then press the Circle button immediately thereafter. Dante spirals down at enemies, striking them head on like a demonic missile. The Level 2 version of this skill strengthens the impact, and enables him to hit enemies multiple times while Devil Trigger stays active. This skill is a great way to break up enemy clusters and nail large monsters from various angles.



A character with white hair and a red coat is shown from the chest up, looking towards the right. He is wearing large, ornate gauntlets that are engulfed in bright orange and yellow flames. The background is dark and smoky, with a large fire at the bottom of the frame.

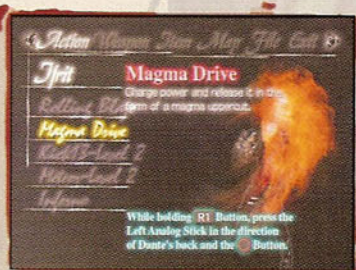
Ifrit Gauntlets Special Moves

The gloves of demonic fire enable Dante to execute flame-enhanced punches and kicks. The longer you press the Circle button, the more powerful is each punch and kick. The versatility of the Ifrits increases greatly when Red Orbs are spent to purchase special abilities for these gloves.

MAGMA DRIVE

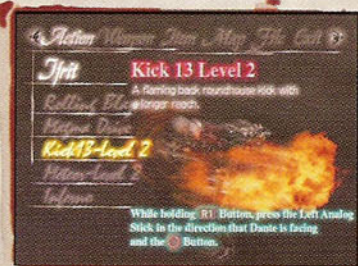
The first Ifrit skill you are most likely to purchase, due to its low price, is the Magma Drive. It enables Dante to deliver a powerful flaming uppercut that knocks enemies into the air.

Combine this attack with immediate Handgun fire to juggle the monster aloft. While holding R1, rotate the Left Analog Stick away from the enemy and press the Circle button.



KICK13

In a super cool case of reverse hotfoot, Dante leaps at enemies and strike with a flaming kick. The Level 2 version of this move enables Dante to glide farther and attack with greater power, oftentimes stunning or knocking over enemies. Hold R1 and press the Left Analog Stick toward the enemy, then press the Circle button to launch the kick.



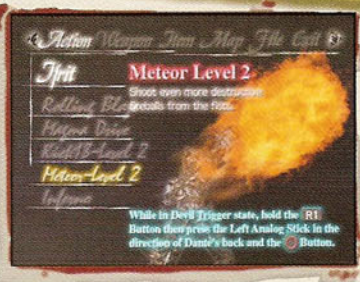
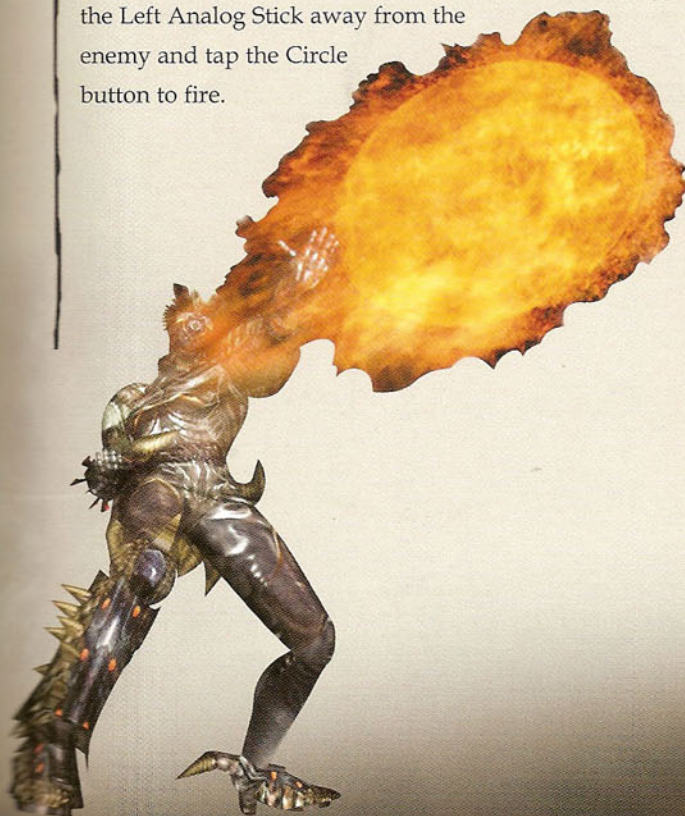
ROLLING BLAZE

One of the more expensive Ifrit skills turns Dante into a ball of flame wherever he leaps. This is a great counterattack for enemies hovering above Dante, and the flames deflect many types of attacks. After purchasing the Rolling Blaze, Dante bursts into flame whenever he jumps while the Ifrits are equipped.



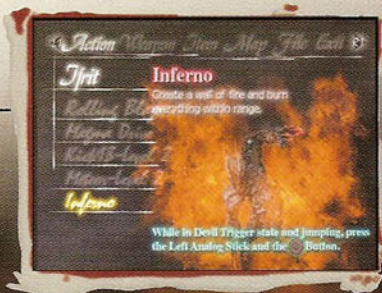
METEOR

Upon obtaining this skill, Dante can fire a giant ball of flame at an enemy while in Devil Trigger mode. The Level 2 upgrade enables Dante to fire multiple meteors of greater destructive power, as long as Devil Trigger lasts. To execute the Meteor, Devil Trigger and hold R1. Press the Left Analog Stick away from the enemy and tap the Circle button to fire.



INFERNO

This is probably the most devastating attack of which the Ifrits are capable. While in Devil Trigger mode, leap into the air and press the Circle button. Dante zooms toward the nearest enemy and pounds his fist into the earth. The ground around Dante bursts into flames! This causes severe damage to all enemies in the area, and can inflict multiple hits on monsters that run into the flames continuously.



Guns and Weapons

DEVIL MAY CRY focuses on the complexities of melee/firearm combination combat. Ancient weapons of power called the Devil Arms are Dante's primary weapons, assisted by the firepower of various guns. In the gothic world in which Dante lives, weapons are nothing compared to the powers that a person can unlock within himself.



Devil Arms

Each of the Devil Arms is a product of ancient alchemy, forged in the fires of the Underworld and sealed with the magic of the Elder Gods. Use the equipped Devil Arms by pressing the Circle button. When the Circle button is pressed in combination with R1 and the Left Analog Stick, you can execute various special moves as described in the previous two chapters.

FORCE EDGE

Force Edge is a memento from Dante's father, the legendary dark knight Sparda. The sword was used to defeat Mundus and seal the gateway of the Underworld for two millennia. Dante has trained himself to learn the skills of a dark knight utilizing this sharp and indestructible weapon, but has never realized the true potential of the sword...



ALASTOR

The legendary lightning sword is found where it was left centuries ago, impaled through the heart of the Judge of Death. Once attained, the Alastor imparts to Dante special abilities. The Alastor focuses the elemental power of lightning to cleave enemies in two.



IFRIT

The Gauntlets of Flame are worn on the wrists to enhance every punch and kick with the elemental property of fire. The longer the Circle button is held between each strike, the more powerful the next blow will be

when released. Because the Ifrits are only effective close-range weapons, Dante must quickly learn extra skills to use with the gauntlets so that the range of the weapons increases.



SPARDA

The legendary Sword of Sparda is the true form of the Force Edge, the actual blade used to defeat the Emperor of the Dark and prevent the entrance of the Underworld into our realm. The Sparda only assumes its true form after the Perfect Amulet is found.

This is the strongest blade Dante acquires, although its powers are temporarily sealed. There is only one enemy that the sword is interested in slaying, and only then will Devil Trigger be available again. The sword can be extended into a long spear-like weapon, and it can even take on a scythe shape. Using the Sparda, Dante can imitate skills learned with the Alastor, such as the Stinger, Round Trip, Sashimi, and High Time.



Guns

Firearms take a secondary role in the melodrama that plays out on Mallet Island. Using guns in combination with Devil Arms causes combos to rate higher, winning such praise as "Bravo!," "Absolute!," or even "Stylish!" To fire guns, hold R1 and press the X or Square button. Dante can also fire from midair during a jump by simply pressing the X or Square button alone.

HANDGUNS

Dante has built his very own companions, two stealthy steel automatic pistols he refers to casually as "Ebony & Ivory." These weapons are modeled after pistols his father once owned, but they were lost long ago. Dante shares a special relationship with these guns, and they are the only guns he truly needs in this desperate battle against supernatural evils. Rapidly tap the X or Square button to fire the guns rapid-automatic style. When Dante leaps into the air, it is possible to fire rapidly enough that the force of the guns keeps him aloft!



SHOTGUN

This double barrel, sawed-off boom stick is a classic addition to Dante's arsenal. The weapon spreads a cloud of shrapnel in a wide cone in front of Dante. This is great to use against overwhelming numbers of enemies in tight spaces, because more than one enemy is affected by the blast. The Shotgun is more likely to knock foes off their

feet. However, the range of the weapon is extremely limited, and causes less damage when the enemy is at a distance. It is possible to clear the entire game using only the Handguns and the Shotgun, with occasional help from the Needlegun.



NEEDLEGUN

The only weapon that can be used underwater fires a thin needle at foes. The incredible firepower required to shoot underwater makes this a deadly weapon, and Dante has the ability to kill tough monsters, such as Blades, with only a dozen or so shots. The Needlegun does not work outside of water, and Dante equips it automatically when he is swimming through underwater areas.



GRENADEGUN

This portable hip cannon fires mini mortar shells at enemy targets. The range is minimal at best, and the weapon is heavy to lift and fire. The recoil from each blast gives Dante a moment's pause between each shot. Due to its cumbersome weight and size, Dante cannot fire this weapon from the air. He must be firmly planted on the ground to fire a grenade.

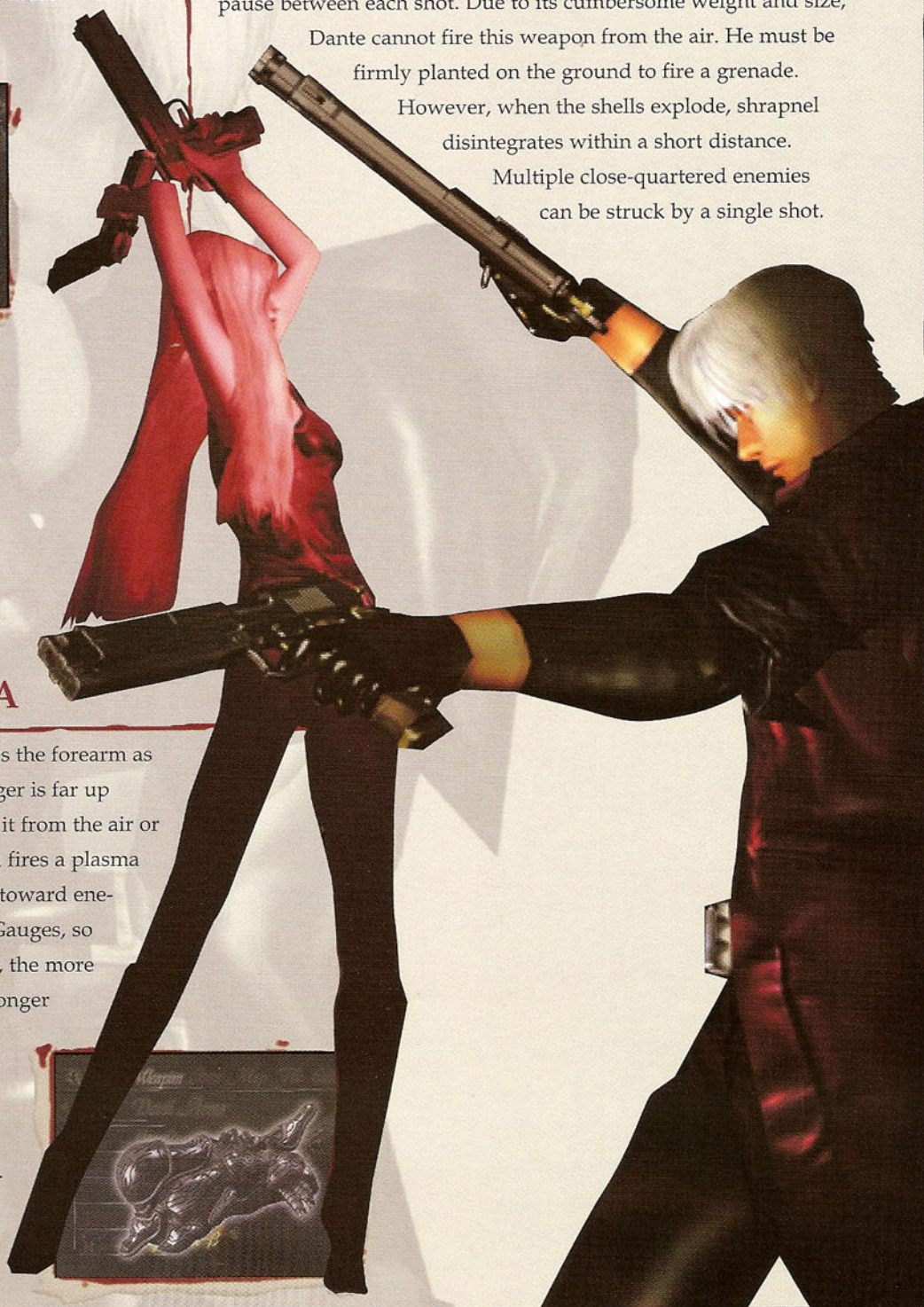
However, when the shells explode, shrapnel disintegrates within a short distance.

Multiple close-quartered enemies can be struck by a single shot.



NIGHTMARE-BETA

This frightening weapon encloses the forearm as well as the entire hand. The trigger is far up inside the device. Dante can fire it from the air or the ground. The Nightmare-Beta fires a plasma projectile that bounces off walls toward enemies. It feeds off Dante's Devil Gauges, so the more devil power Dante has, the more powerful the shots are and the longer they rebound. However, this device consumes devil power and becomes very weak when the Devil Gauges are empty. This weapon is best used in conjunction with the Sword of Sparda.



Mallet Island Maps

This reference section contains maps for the Ancient Castle, the Night Castle, the Ghost Ship, and the Underworld. On each map, you'll find a variety of callouts. The callouts include such things as the location of Bonus Red Orbs, Blue Orb Slices, various weapons, and other important game-related information.

When playing through the game, you should use the maps as a reference to check to ensure that you've found everything in a particular area before proceeding onto the next mission. If you're not thorough, you just may miss something important!

MAP ICON LEGEND



Blue Orb Slice



Yellow Orb



Holy Water



Untouchable



Devil Star



Alastor



Shotgun



Grenadegun



Nightmare-Beta

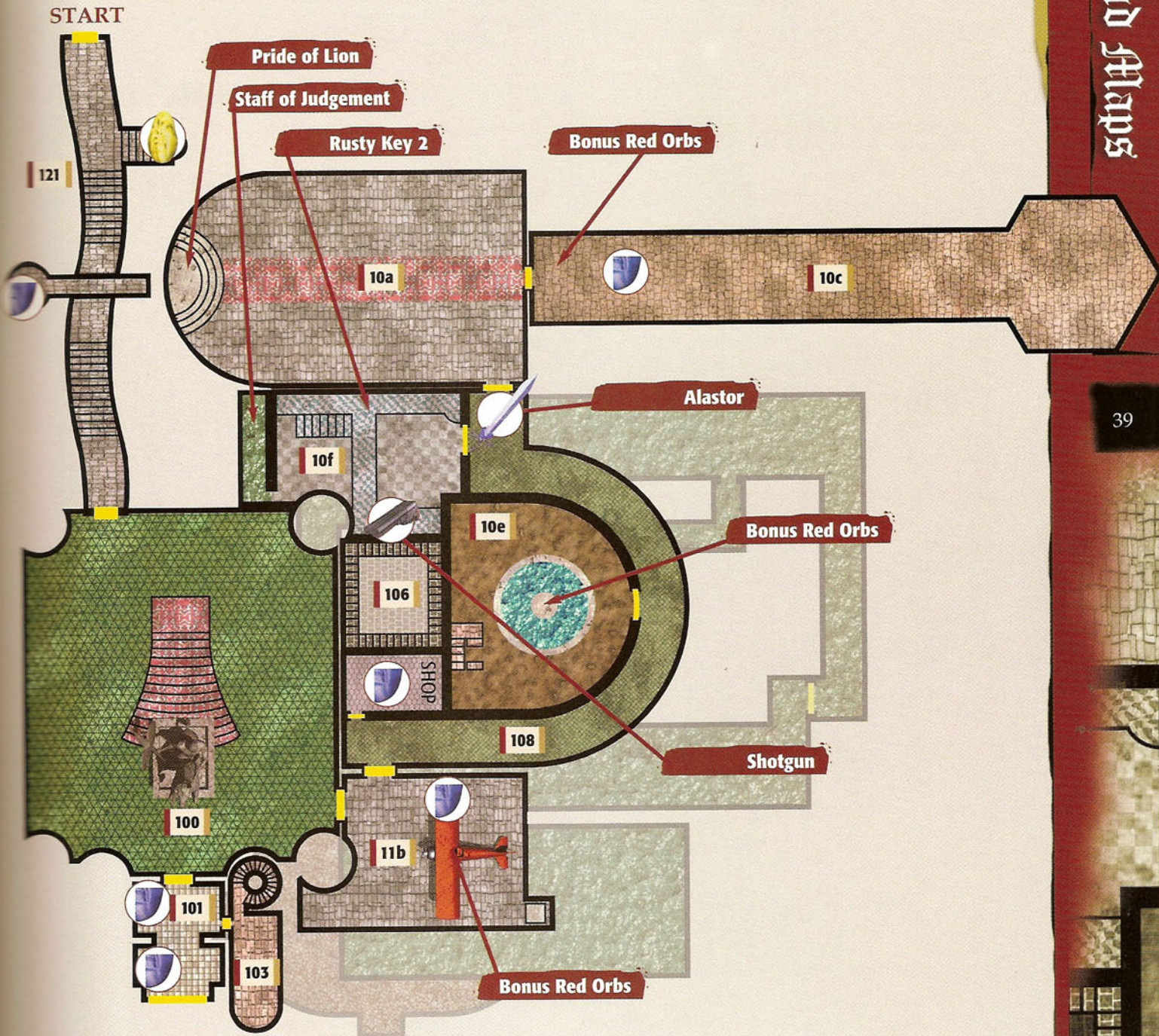


Needlegun

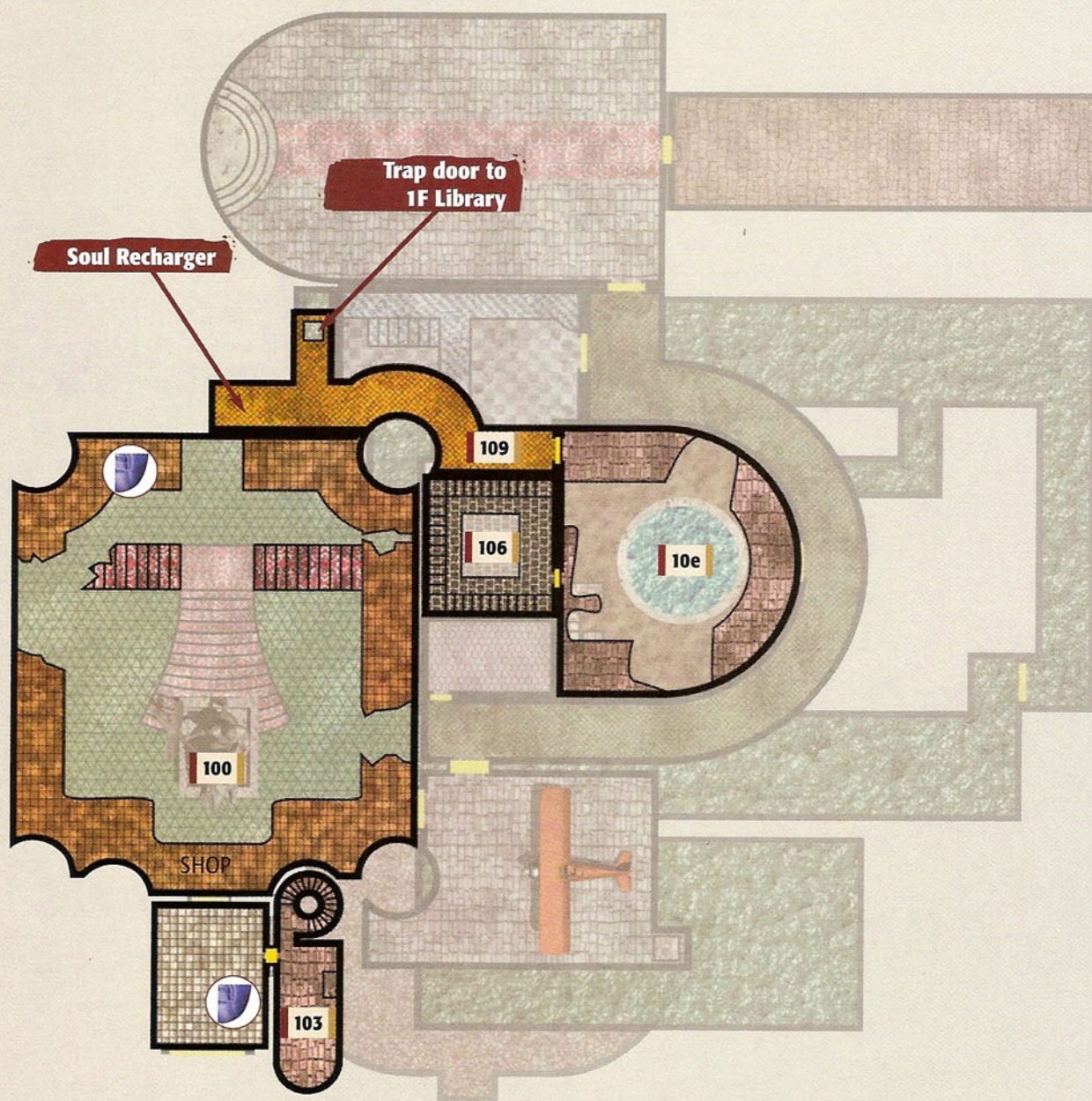


Room number; use in reference with the Enemy Location Charts

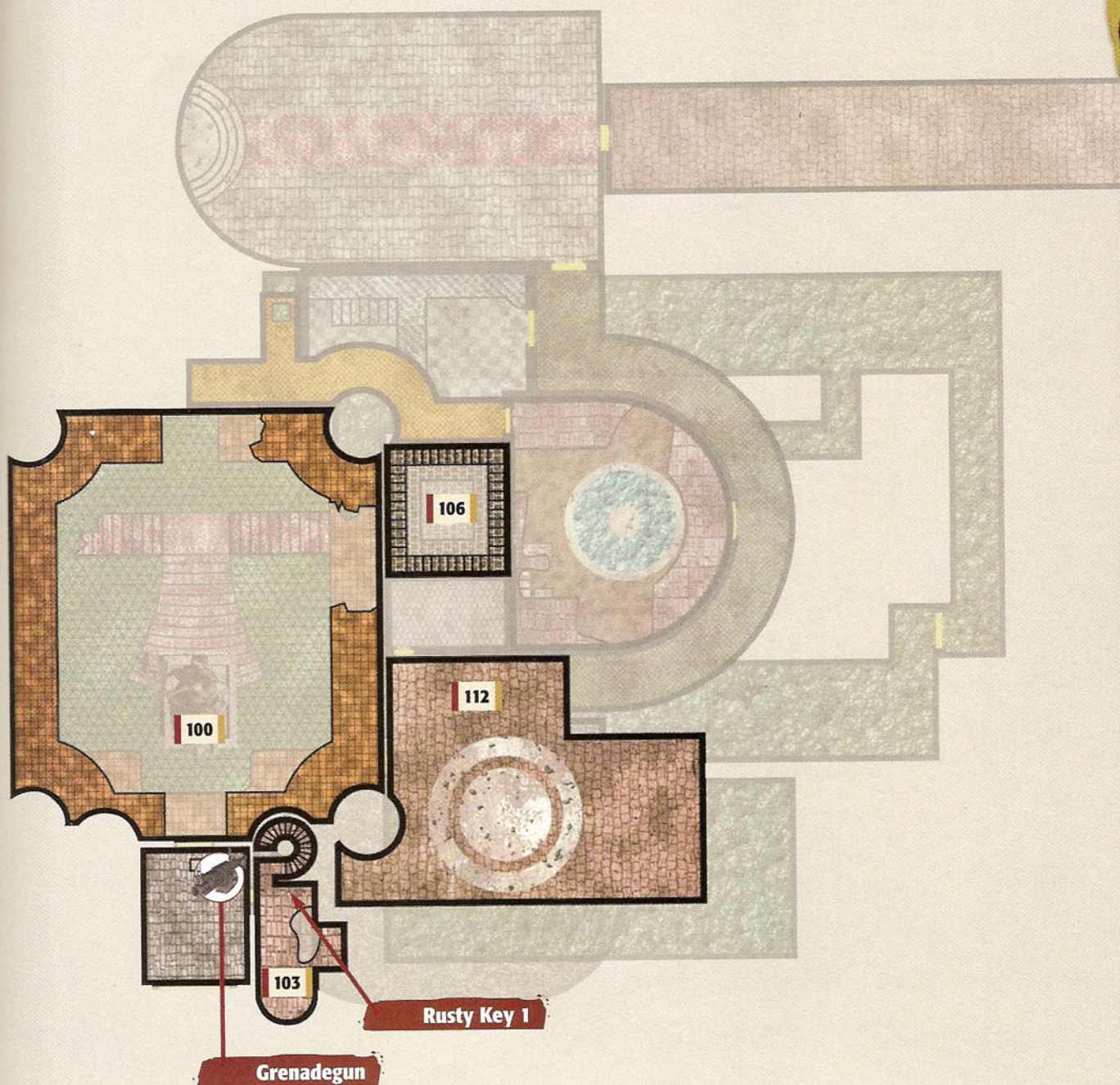
ANCIENT CASTLE, 1F



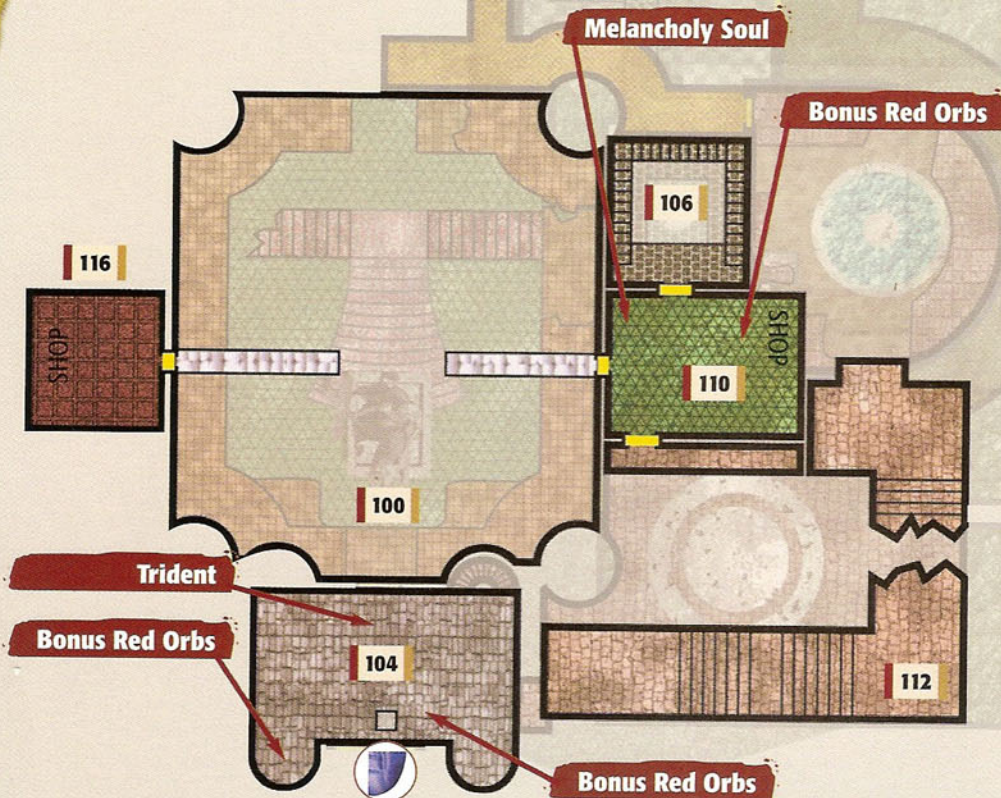
ANCIENT CASTLE, 2F



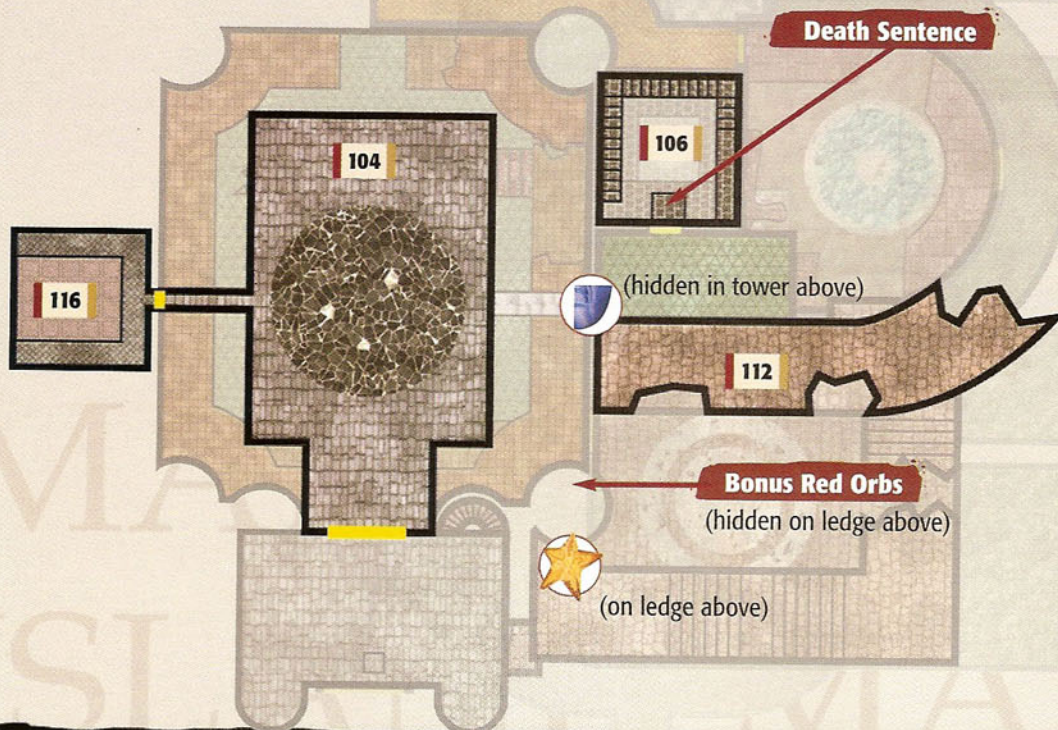
ANCIENT CASTLE, 3F



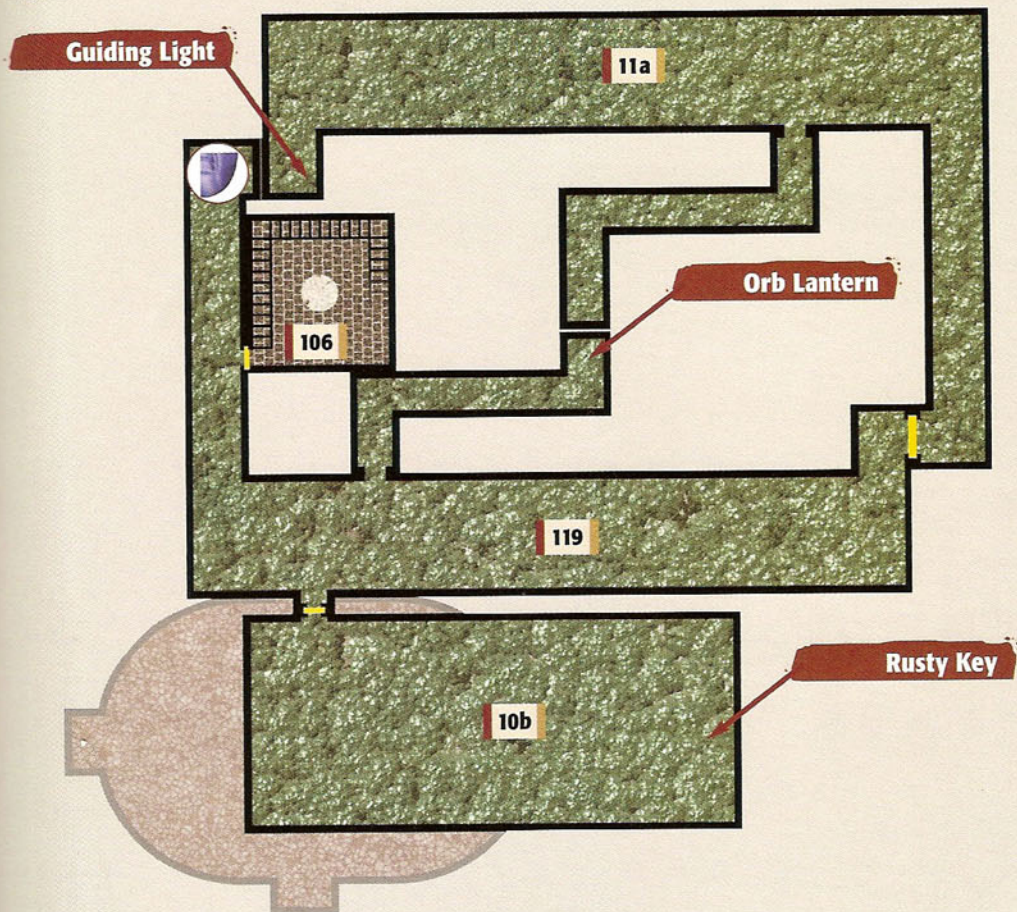
ANCIENT CASTLE, 4F



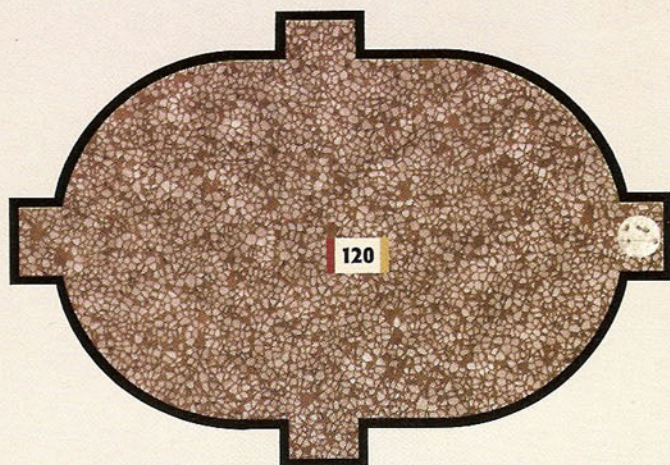
ANCIENT CASTLE, 5F



ANCIENT CASTLE, B1



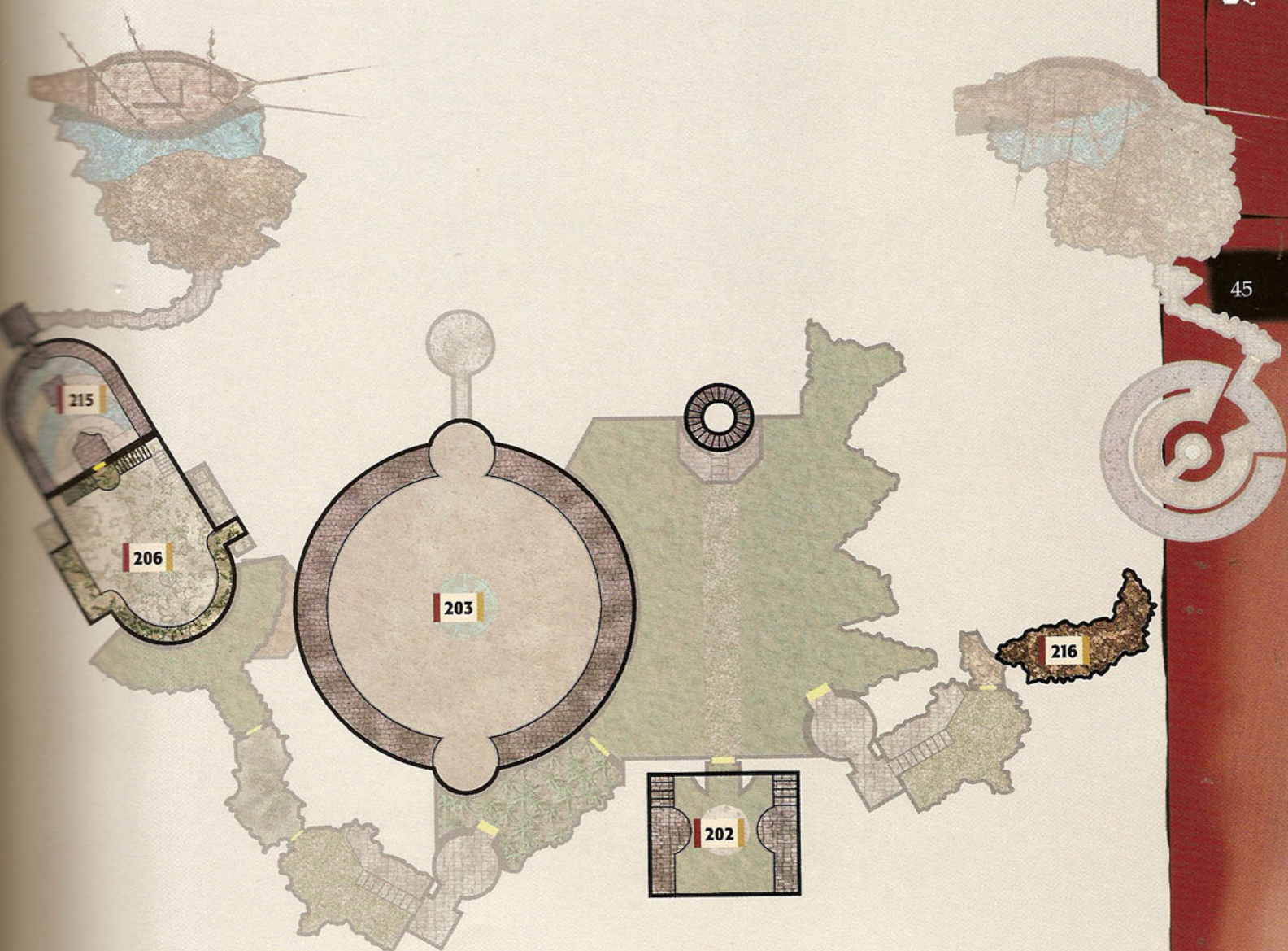
ANCIENT CASTLE, B2



GARDEN, 1F



GARDEN, 2F

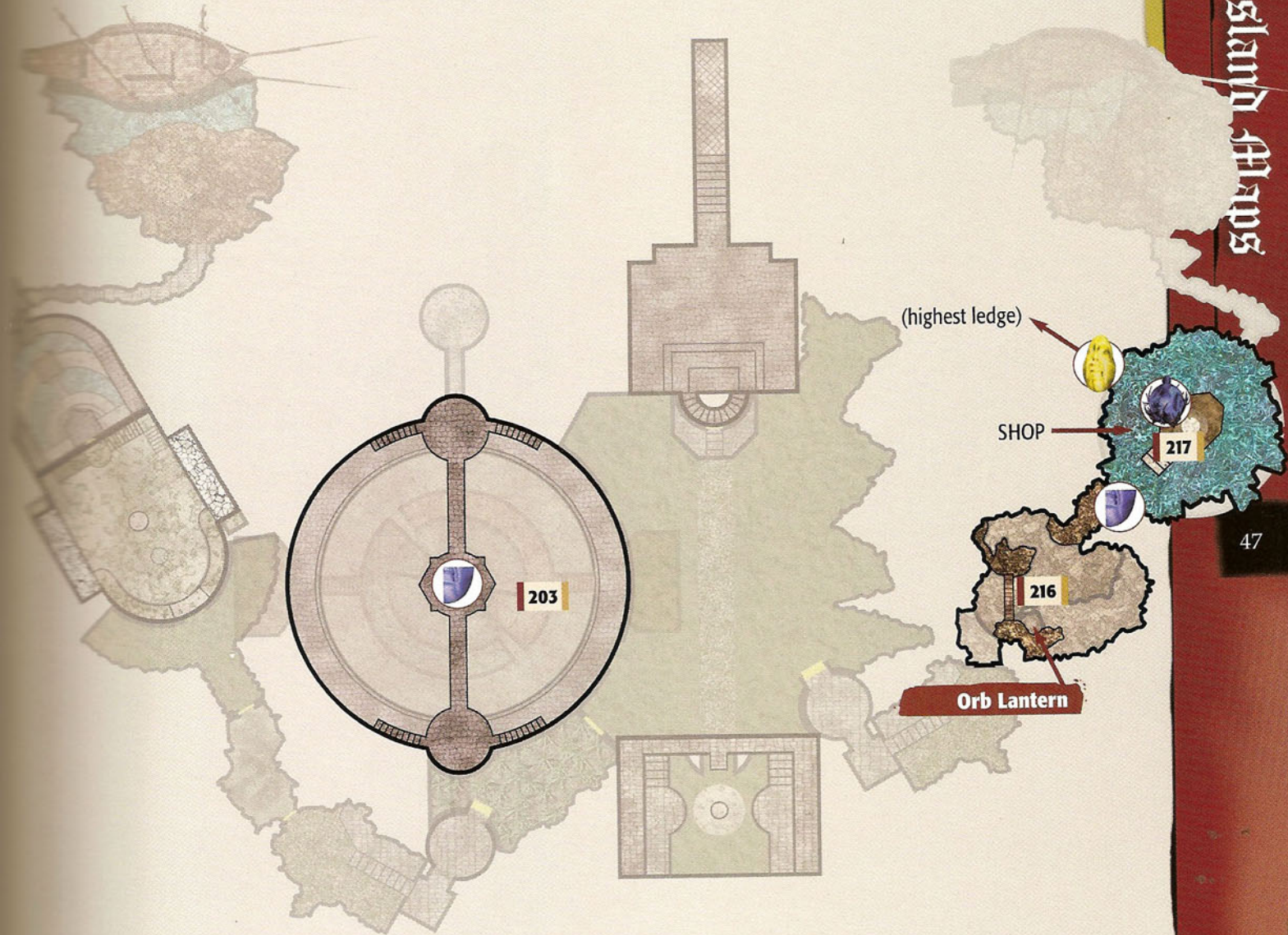


45

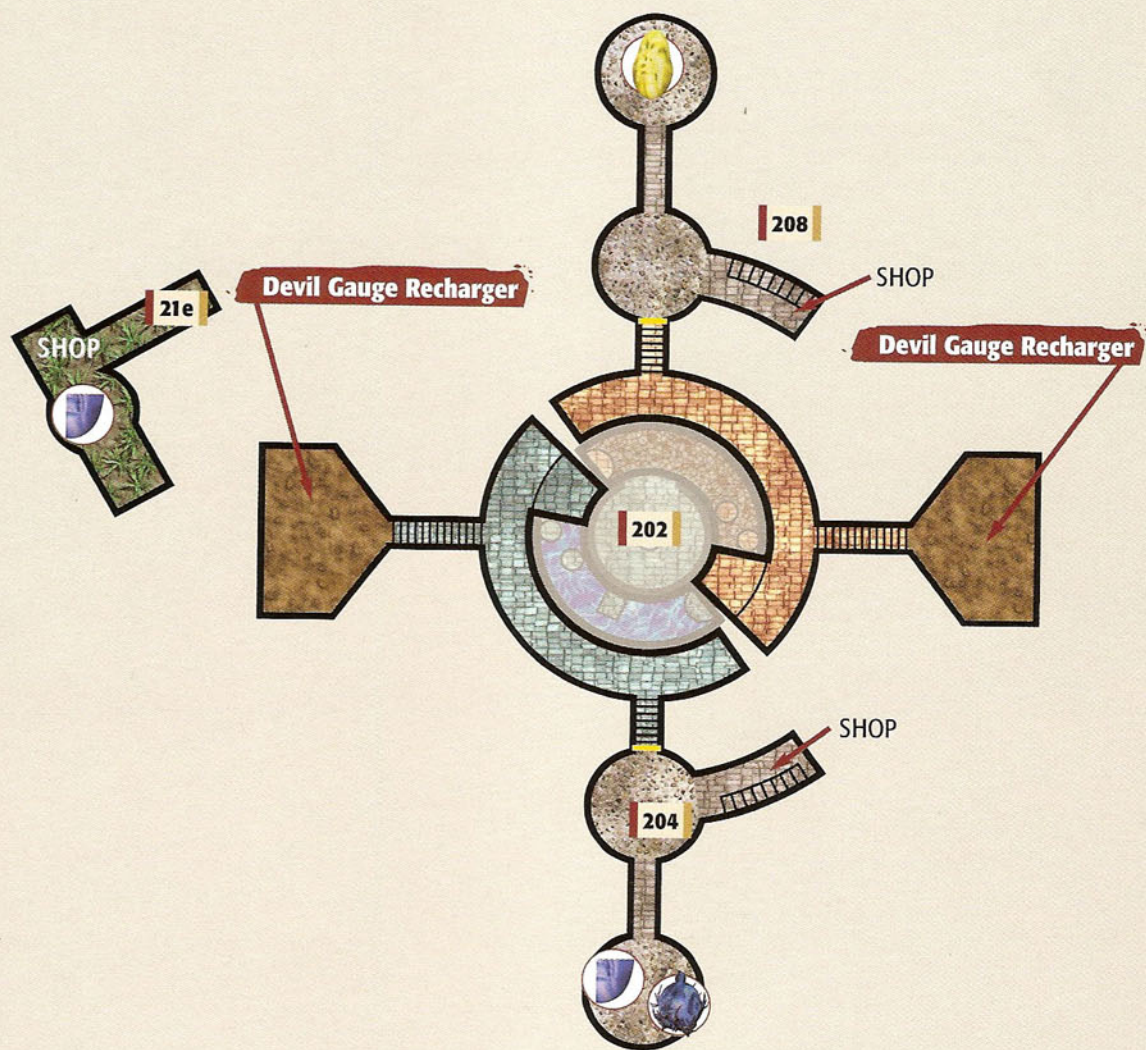
Shells and Slaps



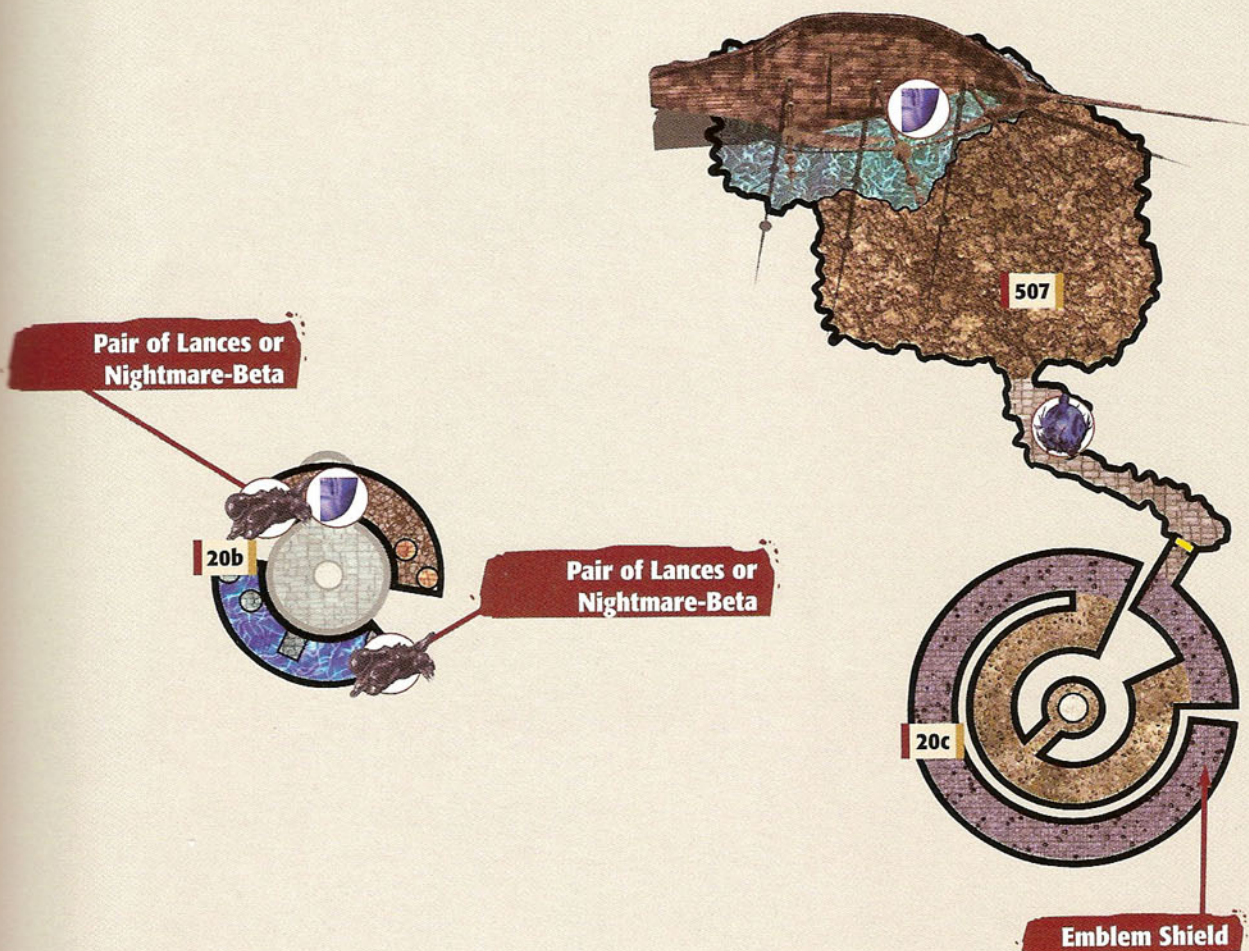
GARDEN, 4F



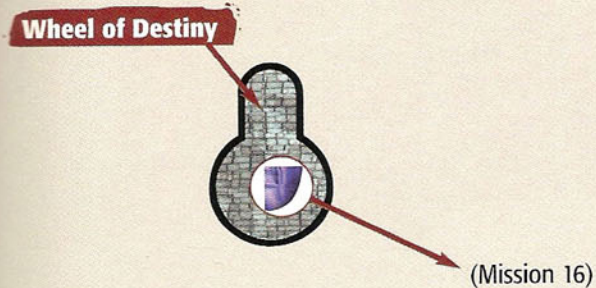
GARDEN, B1



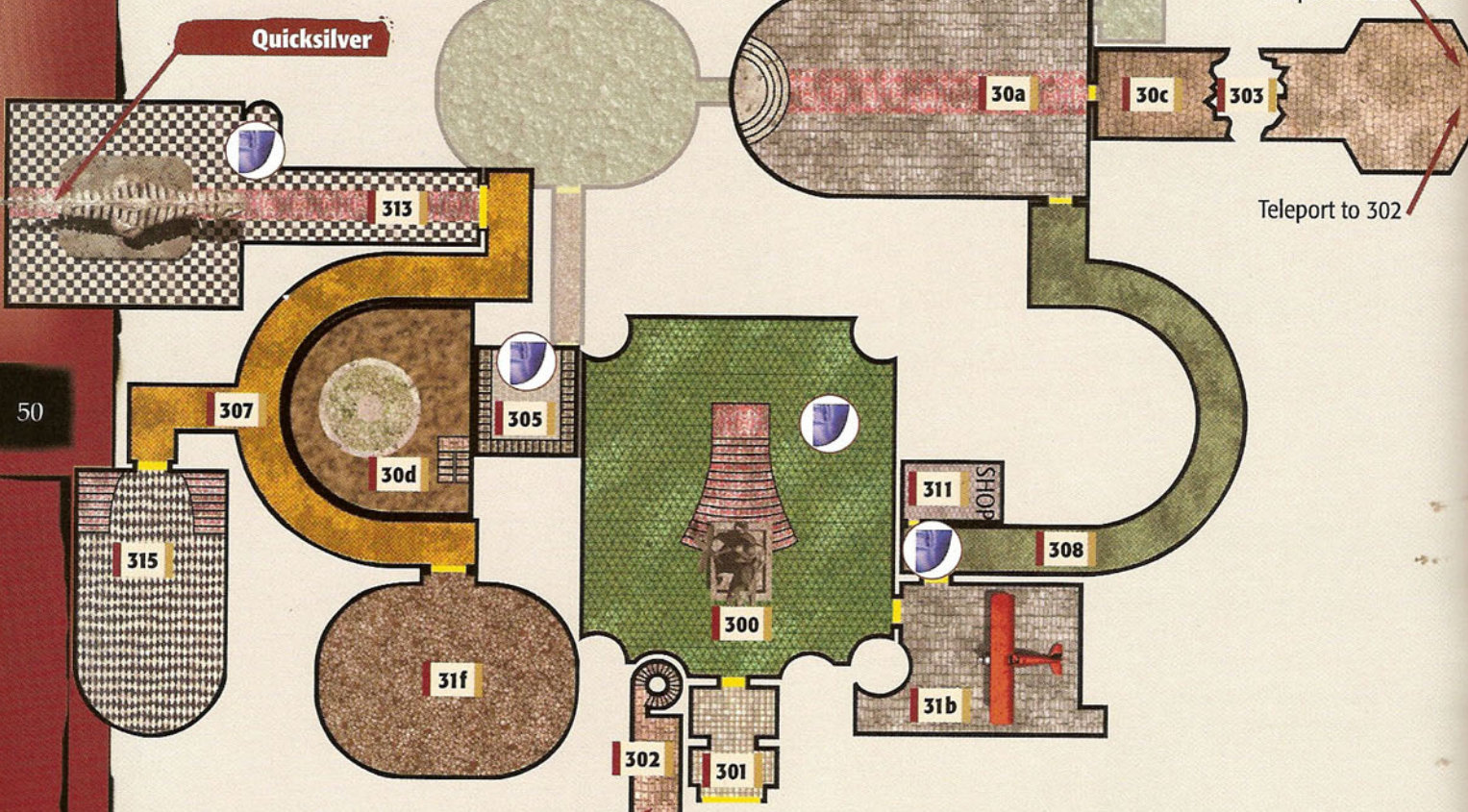
GARDEN, B2



GARDEN, B3

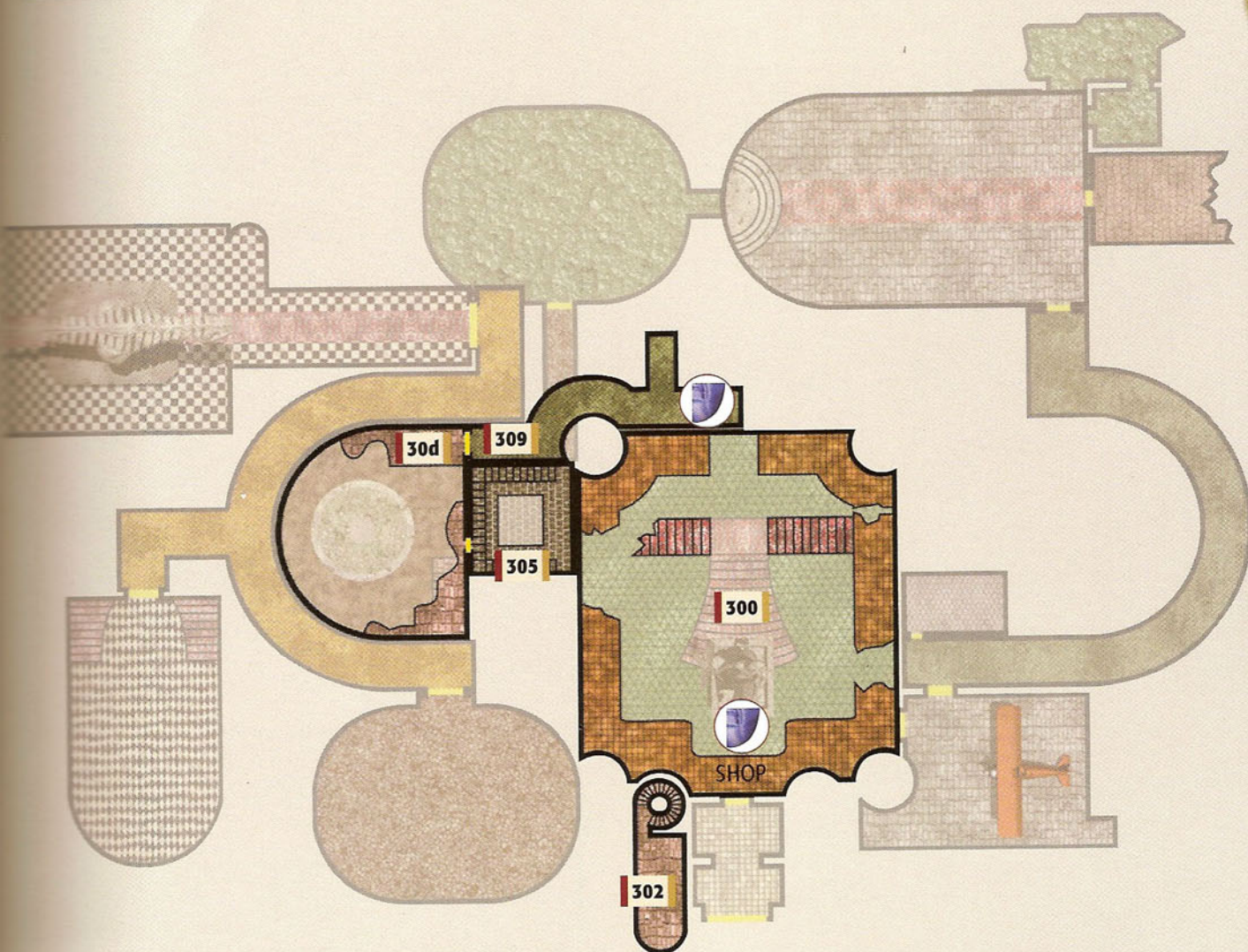


NIGHT CASTLE, 1F

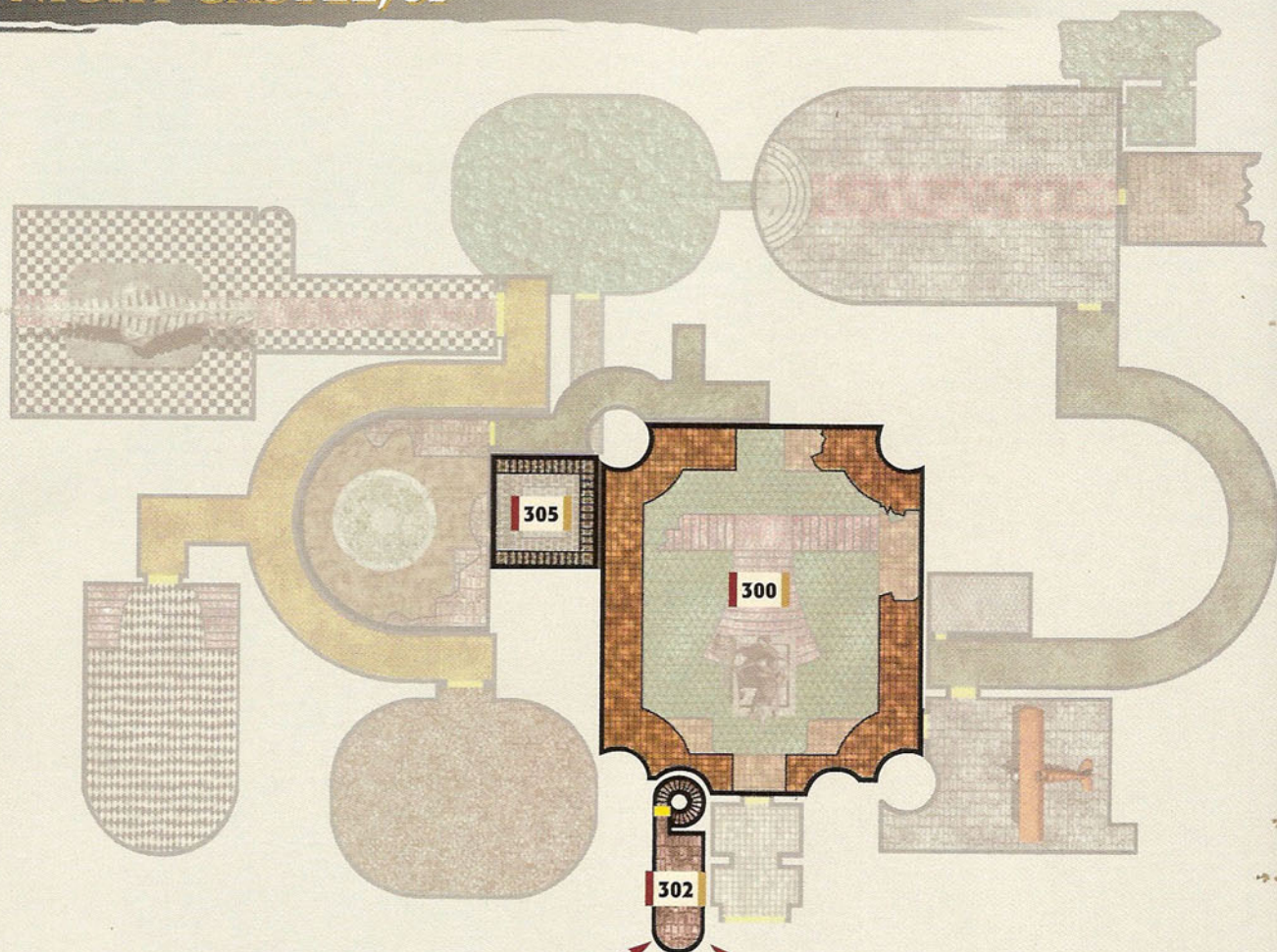


Atlas Island Quilts

NIGHT CASTLE, 2F



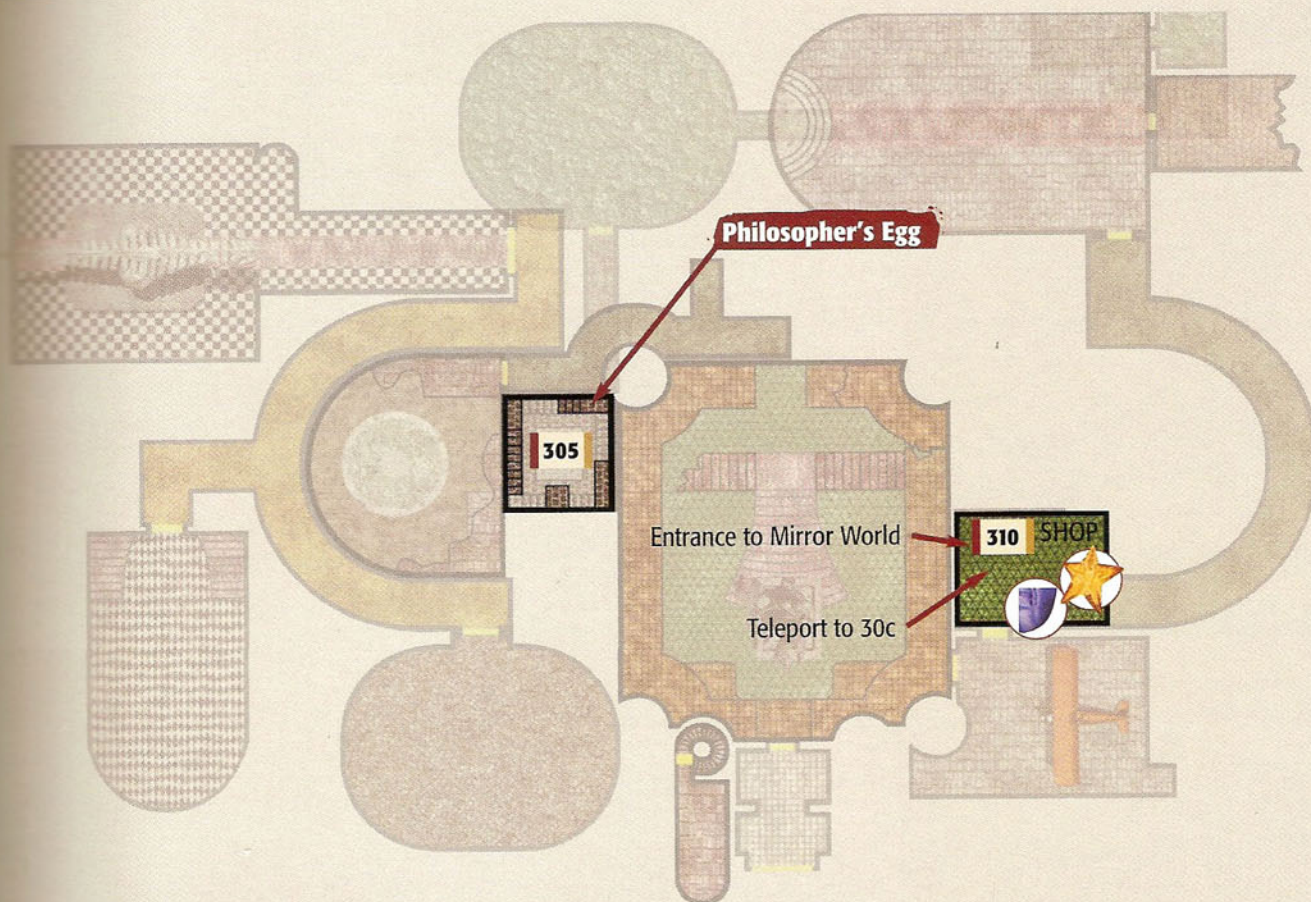
NIGHT CASTLE, 3F



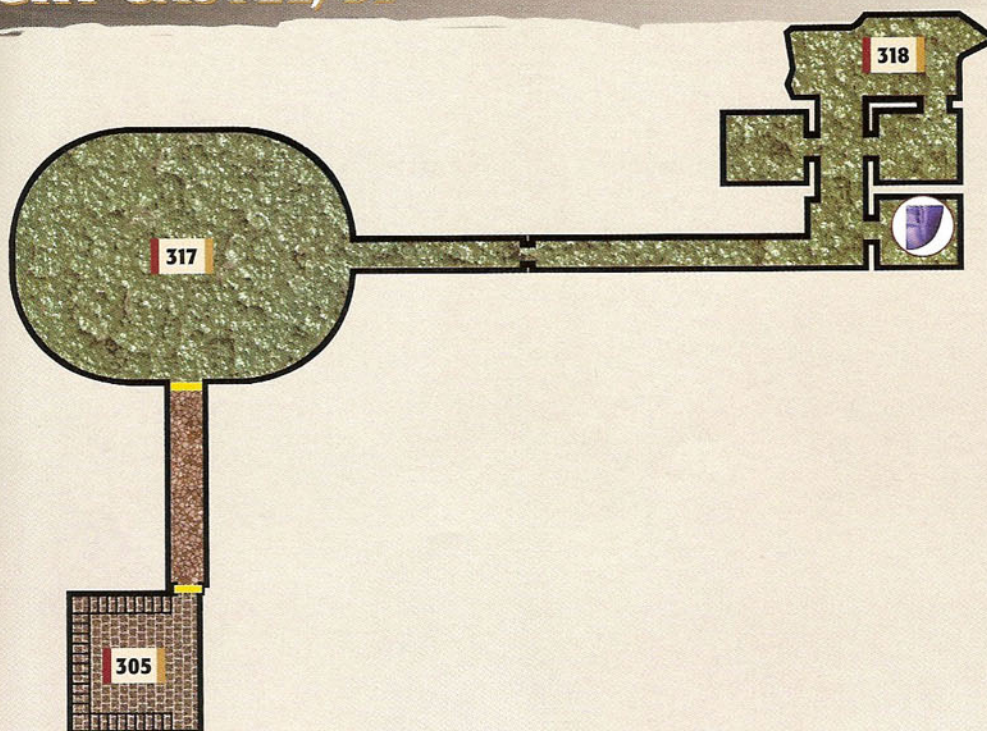
Teleport to 318

Teleport to 31f

NIGHT CASTLE, 4F

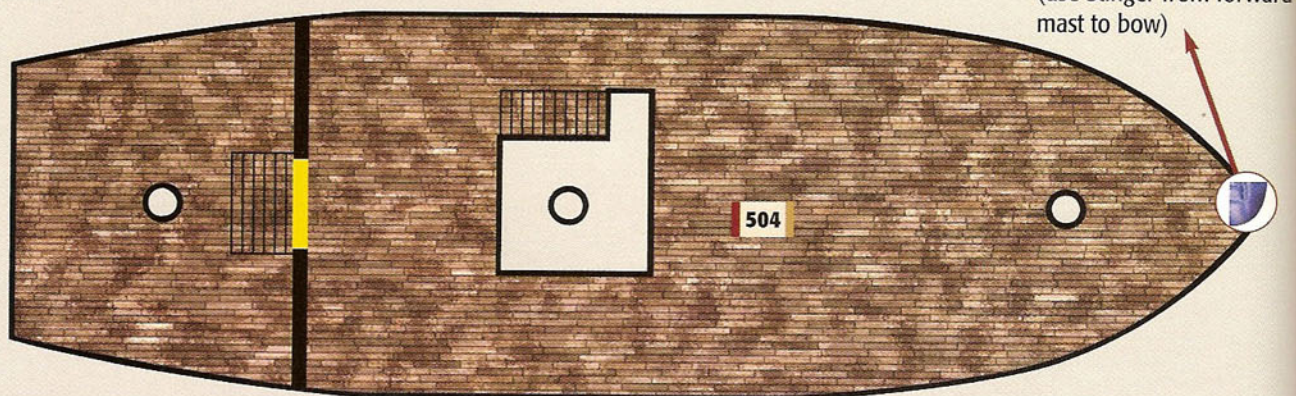


NIGHT CASTLE, B1

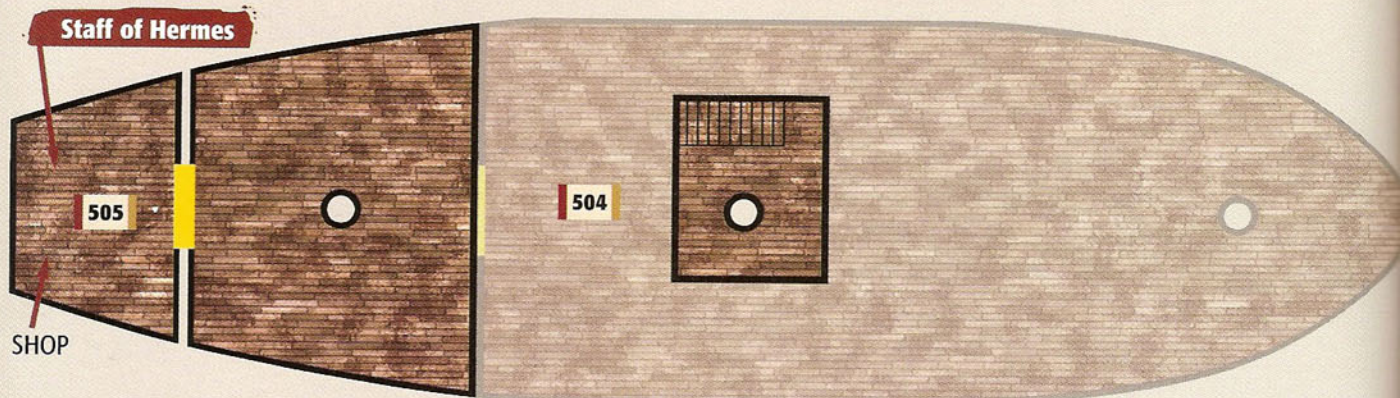


Ghost Ship

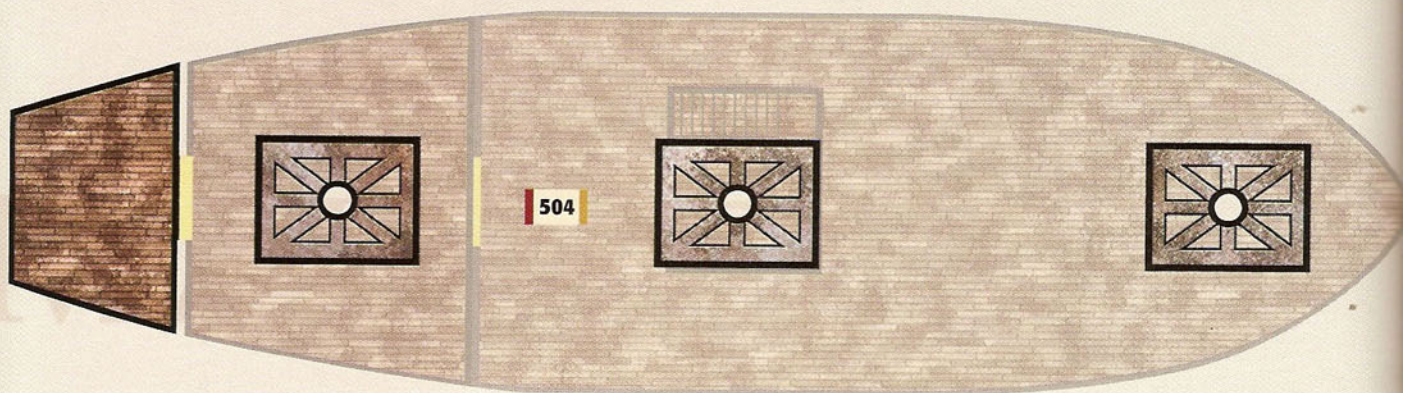
DECK



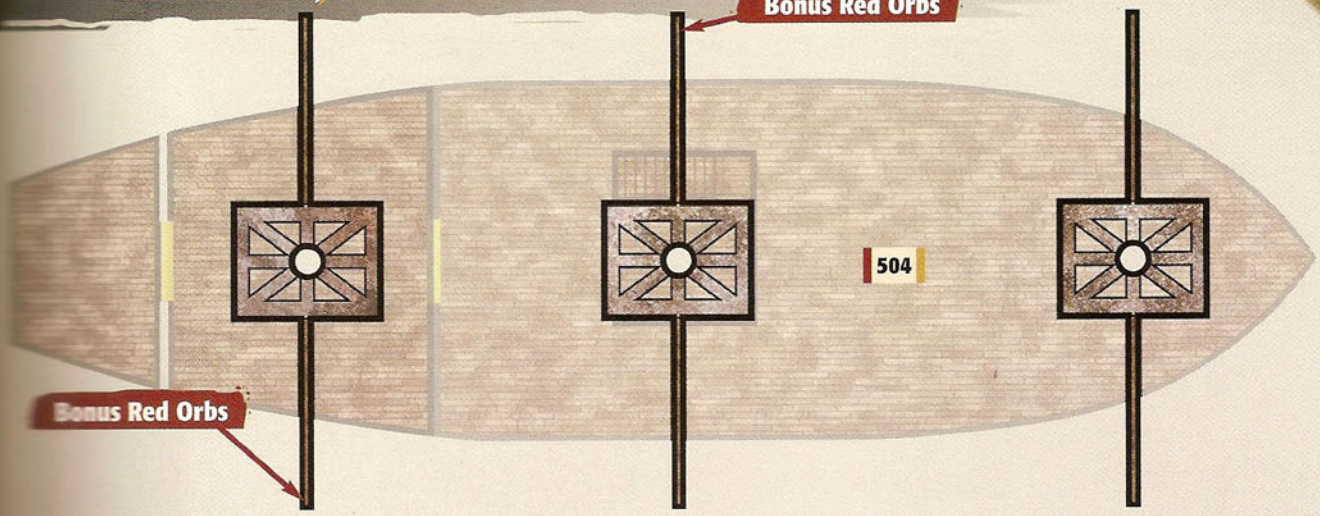
UPPER DECK



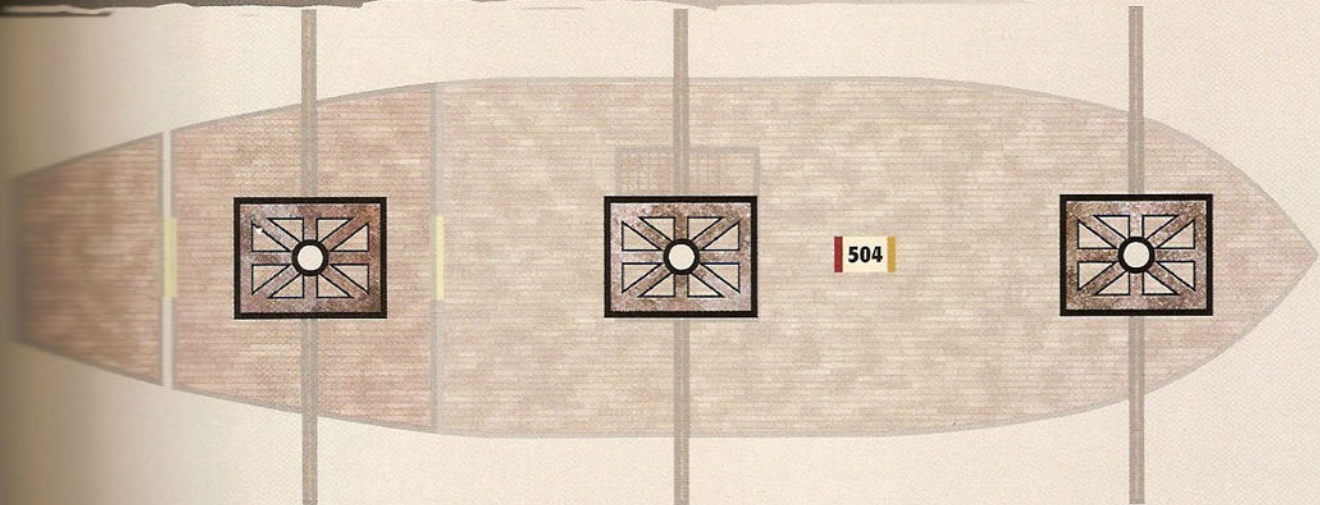
CROW'S NEST, LOWER



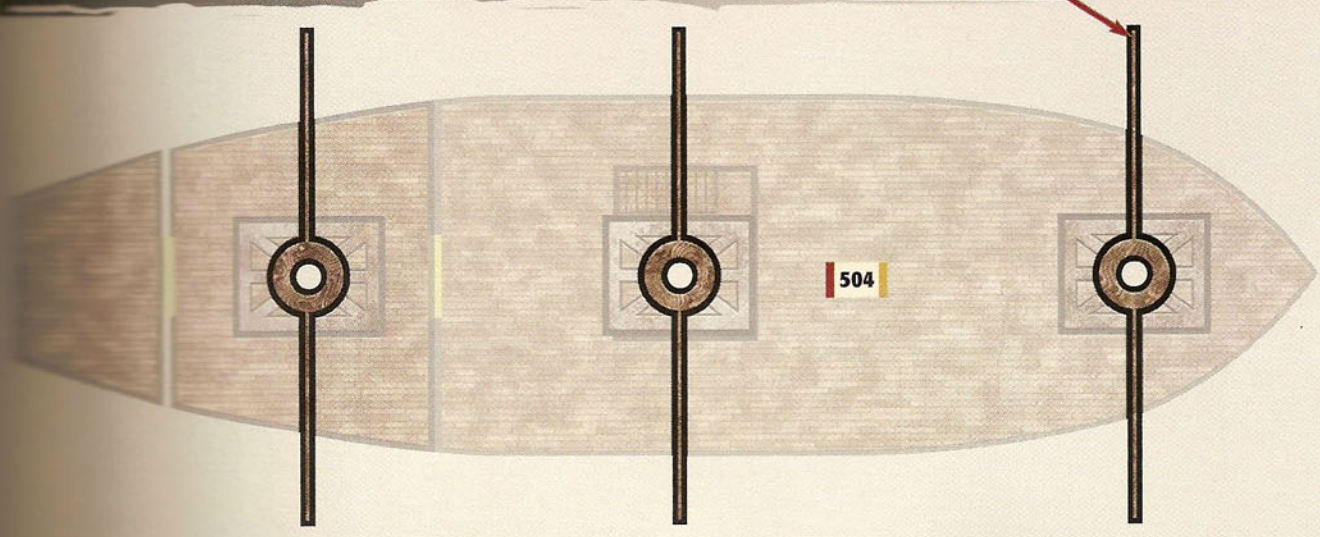
MAST AREA, LOWER



CROW'S NEST, UPPER



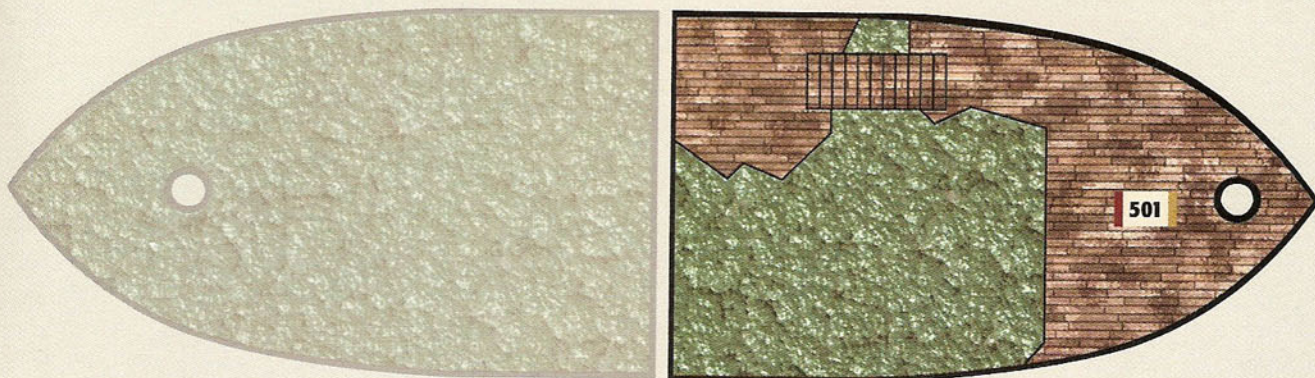
MAST AREA, UPPER



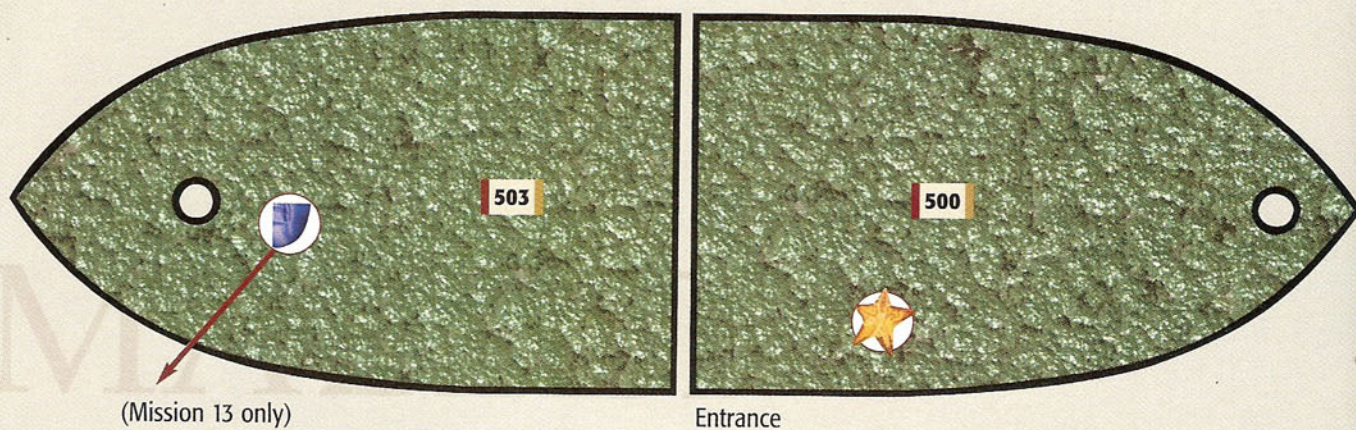
BELOW-DECKS



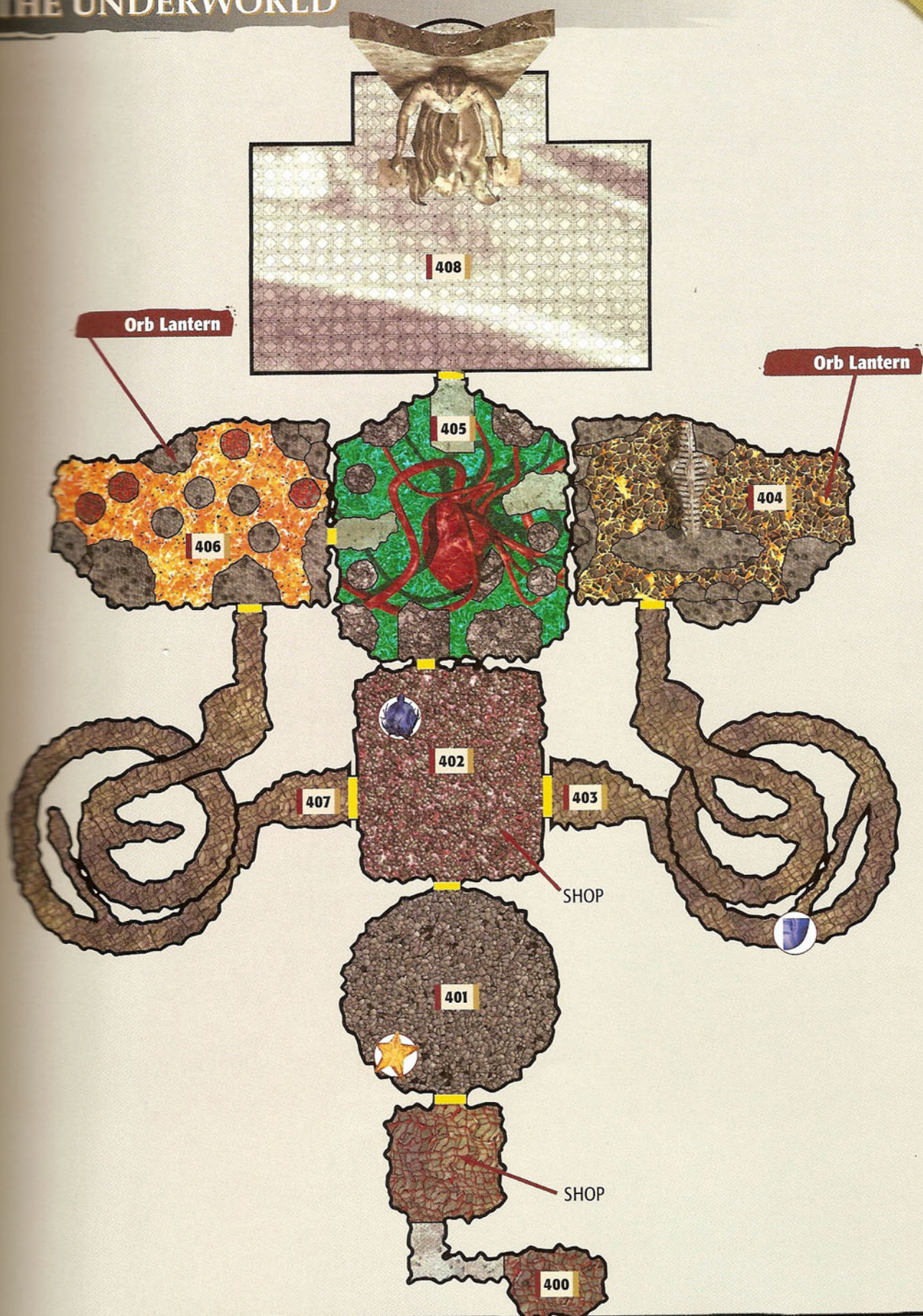
CARGO HOLD, UPPER TIER



UNDERWATER CARGO HOLD



THE UNDERWORLD



Enemy Reference Chart

This section contains tables that pinpoint the locations of enemy sets throughout the game. The enemy set regenerates each time you enter the room, unless otherwise specified. Enemies that appear only during Secret Missions are listed in parentheses.

The room numbers used in these tables refer to the room numbers marked on the area maps. The numbering is the system employed by Capcom's development team in their design schematics for the game.

Terms included in these tables such as "small," "medium," or "big" refer to the size of the enemy party that is waiting to teleport into the room when the first set of enemies are cleared. In other words, the party listed is only the *first* batch of enemies Dante will face, and more foes will continually teleport into the room! A "small" group may consist of 2-4 additional enemies of the same type. "Large" groups may consist of 8-10 more enemies, which will continue to teleport into the room as current monsters are eliminated.



Easy Mode

STAGE 1: ANCIENT CASTLE—EVENING

First half, Mission 1-4; EASY

No.	Room Name	Mission 1	Mission 2	Mission 3	Mission 4
101	Main Hall				
102	Entrance				
103	Gate Guard's Room/ High Security Prison	Bloody Mari (x1) and Marionettes (x2). After, Marionette (x4) + small	Marionette (x4) + small		Marionette (x4) + small
104	Main Hall Roof				
105	East Tower, Stairs				Bloody Mari (x1) and Marionettes (x2)
106	East Gallery		Marionette (x6) + big or (x5) + big, after 10F or Sin Scissors (x2) + big After receiving "Staff," many Phantom Babies		Phantom Event After that, Sin Scissors (x2) + big. Or, Marionette (x6) + big or (x5) + big
107	2F Corridor		Marionette (x7)		
108	Cathedral			Phantom I	Marionette (x7) + big (Phantom Babies/Secret Mission)
109	Escape Channel (before destruction)				
110	Path of Trials				
111	Underwater Abyss			Sargasso (x6) (Sin Scissors (x1)/Secret Mission)	Sargasso (x6)
112	Fountain with Water		Marionette (x4) + big		After busting the lion statue, Sin Scythe (x2). Otherwise, Sin Scythe (x3) + 6 Scissor Death (x2)
113	Library		(After receiving the "Staff") Scissor Death (x2)		
114	Castle Lord's Bedroom				Event where Nelo Angelo appears (Phantom Babies /Secret Mission)
115	Study				Nelo Angelo I
116	Castle Wall				
117	Phantom Fall				
118	Alchemy Room				
119	Waterway 1				
120	Waterway 2				
121	Airplane Hangar	Bloody Mari (x1) and Marionettes (x5) (They attack after 120)	Marionette (x5) + big or (x6) + big		Marionette (x5) + big or (x6) + big
122	Broken Lattices				
123	Broken Drawbridge				
124	Slaves' Arena	Marionette (x5) After opening the gate, Marionette (x6)	Marionette (x5)		Marionette (x5) (Shadow (x3)/Secret Mission)
125	Precipice				



STAGE 1: ANCIENT CASTLE-EVENING

Last half, Mission 5-8; EASY

No.	Room Name	Mission 5	Mission 6	Mission 7	Mission 8
100	Main Hall				
101	Entrance				
103	Gate Guard's Room/ High Security Prison	Marionette (x4) + small	Marionette (x4) + small	Marionette (x4) + small	Bloody Mari (x1) + small
104	Main Hall Roof				Phantom, last battle
106	East Tower, Stairs	Sin Scythe (x2)	Sin Scythe (x2)	Beelzebub (x8)	Beelzebub (x8)
108	East Gallery	Sin Scissors (x2) + big; or, Marionette (x6) + big or (x5) + big	Sin Scissors (x2) + big; or, Marionette (x6) + big, or (x5) + big, or (x5) + big	Sin Scissors (x2) + big, or Marionette (x6) + big	Sin Scissors (x2) + big, or Marionette (x6) + big or (x5) + big
109	2F Corridor				
10a	Cathedral	Marionette (x7) + big	Marionette (x7) + big	Marionette (x7) + big	Marionette (x7) + big
10b	Escape Channel (before destruction)		Beelzebub (x12)	Beelzebub (x12) (Kyklops (x2)/Secret Mission)	Beelzebub (x12)
10c	Path of Trials				
10e	Fountain with Water	Marionette (x4) + big, Recharge "Soul", Sin Scythe (x3)	Marionette (x4) + big	Marionette (x4) + big	Marionette (x4) + big
10f	Library				
110	Castle Lord's Bedroom				
111	Study				
112	Castle Wall	Sin Scythe (x3)			
114	Phantom Fall				
116	Alchemy Room				
119	Waterway 1		After 10b, Beelzebub (x8)	Beelzebub (x8)	Beelzebub (x8)
11a	Waterway 2		Death Scissors (x1)	Marionette (x6)	
11b	Airplane Hangar	Marionette (x5) + big, or (x6) + big	Marionette (x5) + big, or (x6) + big	Marionette (x5) + big, or (x6) + big	Marionette (x5) + big, or (x6) + big
11c	Broken Lattices				
11d	Broken Drawbridge				
120	Slaves' Arena	Marionette (x5)	Marionette (x5)	Marionette (x5)	Marionette (x5)
121	Precipice				



STAGE 2: ANCIENT CASTLE—GARDEN

EASY

No.	Room Name	Mission 9	Mission 10	Mission 11	Mission 14	Mission 15
201	Drawbridge					
202	Commons	Blade (x3) (when they don't appear, Blade + middle). Or, Griffon (x1) (after receiving Ifrits)	Blade (x3) + small	Kyklops (x2) or Blade (x3) + middle		Kyklops (x2) or Blade (x3) + middle
203	South Fortress	Marionette (x5) (after receiving Ifrits). From then on, Blade (x3) + small	Death Scythe (x1) or Blade (x3) + middle	Death Scythe (x1) or Blade (x3) + middle		Death Scythe (x1) or Blade (x3) + middle
204	Coliseum					Final Griffon
205	Coliseum—East Corridor					Marionette (x4)
206	Western Trail Entrance	Marionette (x6)	Marionette (x6)	Blade (x3)		Blade (x3)
207	Greenhouse			Death Scythe (x1)		
208	Greenhouse Fountain			Nelo Angelo II		
209	Coliseum—West Corridor					Marionette (x4)
210	Eastern Trail Entrance				Marionette (x5) + small	Marionette (x5) + small
211	Underground Tomb—Front					Sin Scythe (x3)/Blade (x2)
212	Underground Waterfall Basin					(Shadow (x3) / Secret Mission)
213	South Plaza	Marionette (x5) + small	Blade (x3) + middle	Marionette (x5) + small		Marionette (x5) + small
214	Eastern Trail Entrance—Night					Marionette (x5) + small
215	Drawbridge—Night					
216	Commons—Night					Sin Scythe (x3)
217	South Plaza—Night					Marionette (x5)
218	Lost Canyon		First Pass—Marionette (x5) + small. Second Pass—Sin Scythe (x3) + small. Third Pass—Blade (x3) + small	Sin Scythe (x3) + middle		Marionette (x5) + small
219	In front of Greenhouse		Kyklops (x1)	Marionette (x5) + small (Sin Scissors (x6)/ Secret Mission)		Marionette (x5) + small (Sin Scissors (x6)/ Secret Mission)
220	Mountains				Death Scythe or Blade (x3)	Death Scythe or Blade (x3)
221	Waterfall					
222	Western Trail Entrance—Night					Marionette (x3) + small
223	Lost Canyon—Night					Blade (x3) + middle
224	In front of Greenhouse—Night					
225	Mountains—Night					Blade (x3) + small
226	Waterfall—Night					
227	South Fortress—Night					
228	Greenhouse Well			Blade ((x1) outside; (x2) in wall)		Blade (x1) outside; (x2) in wall)

STAGE 2: GHOST SHIP

EASY

No.	Room Name	Mission 12	Mission 13	Mission 14
301	Entrance	Marionette (x4)		
302	Forward Cargo Hold	Underwater Blade (x1)		
303	Below-Decks	Blade (x2)		
304	Rear Cargo Hold	Underwater Blade (x1)		
305	Upper Ship	Death Scissors (Cow Sickle)		
306	Captain's Quarters			
307	Flowing Cave	Griffon (Boss Battle)		
308	Cave Exit		Marionette (x4)	Marionette (x4) + big
309	Sunken Forward Hold		Underwater Blade (x2)	
310	Sunken Below-Decks		Underwater Blade (x2) (a new set won't arrive after defeating them)	Underwater Blade (x2)
311	Sunken Rear Hold		Underwater Blade (x3) (a new set won't arrive after defeating them)	Underwater Blade (x3)
312	Sunken Captain's Quarters			

STAGE 3: ANCIENT CASTLE-NIGHT

EASY

No.	Room Name	Mission 16	Mission 17	Mission 18	Mission 19
300	Main Hall	Plasma (x1) (Shadow (x1)/Secret Mission)			
301	Entrance	(Shadow (x1) Secret Mission)			
302	Gate Guard Room/ Chamberlain's Room		Marionette (x1)	Marionette (x1)	Marionette (x1)
303	Underwater Abyss	Sargasso (x6)	Sargasso (x6)	Sargasso (x6)	Sargasso (x6)
305	West Tower Staircase				
307	West Corridor		Marionette (x5) + middle		Marionette (x5) + middle
308	East Corridor	Marionette (x5)	Marionette (x5)	Marionette (x5)	Marionette (x5)
30a	Cathedral	Nightmare I			Plasma (x1)
30c	Path of Trials		(Death Scythe/Secret Mission)		
30d	Fountain with Fire			Nightmare II	
310	Castle Lord's Bedroom				
311	Study				
313	Gallery		Dracolich		
314	Nightmare Space	Sargasso (x6), Big Sargasso & Phantom		Sargasso (x6), Big Sargasso & Griffon	
315	Castle Baron's Throne		Final Virgil		
317	Ancient Torture Chamber			Sin Scissors (underwater) (x3)	Sin Scissors (underwater) (x3)
318	Flooded Prison				
31b	Airplane Hangar	Blade (x2) (Shadow (x2)/Secret Mission)	Blade (x2)	Blade (x2)	Blade (x2)
31e	3F of 302				
31f	Outdoor Battle Arena		Plasma (x3)		Plasma (x3)
327	Cathedral (mirror)				
32a	Castle Lord's Bedroom (mirror)				
32c	Castle Wall (mirror)				Nobody (x3)

STAGE 4: THE UNDERWORLD

EASY

No.	Room Name	Mission 20	Mission 21	Mission 22	Mission 23
400	Entrance to the Demon Realm, "The Gullet"	Nobody (x2)	Nobody (x2)	Nobody (x2)	Nobody (x1)
401	Sacrificial Ceremony Room, "The Stomach"	Nightmare			Nobody (x2)
402	Boulder Gate				Plasma (x2)
403	Right Intestines		Nobody (x3)		
404	Dracolich's Chamber		Shadow (x1) (after defeating the Dracolich)		
405	Heart Chamber				
406	Magma "Lung"		Plasma (x2)	Plasma (x2)	
407	Cave of Tentacles		Nobody (x3)	Nobody (x3)	
408	Demon Realm Temple			Event	
409	Demon Emperor's Space			Angelform Mundus	
40a	Escape Waterway (Old Castle)				Trueform Mundus
327	Cathedral (Mirror)				
30a	Cathedral				Marionette (x5)
308	East Corridor				Beelzebub (x8)
31b	Weapon Storage				
00d	Biplane Escape				

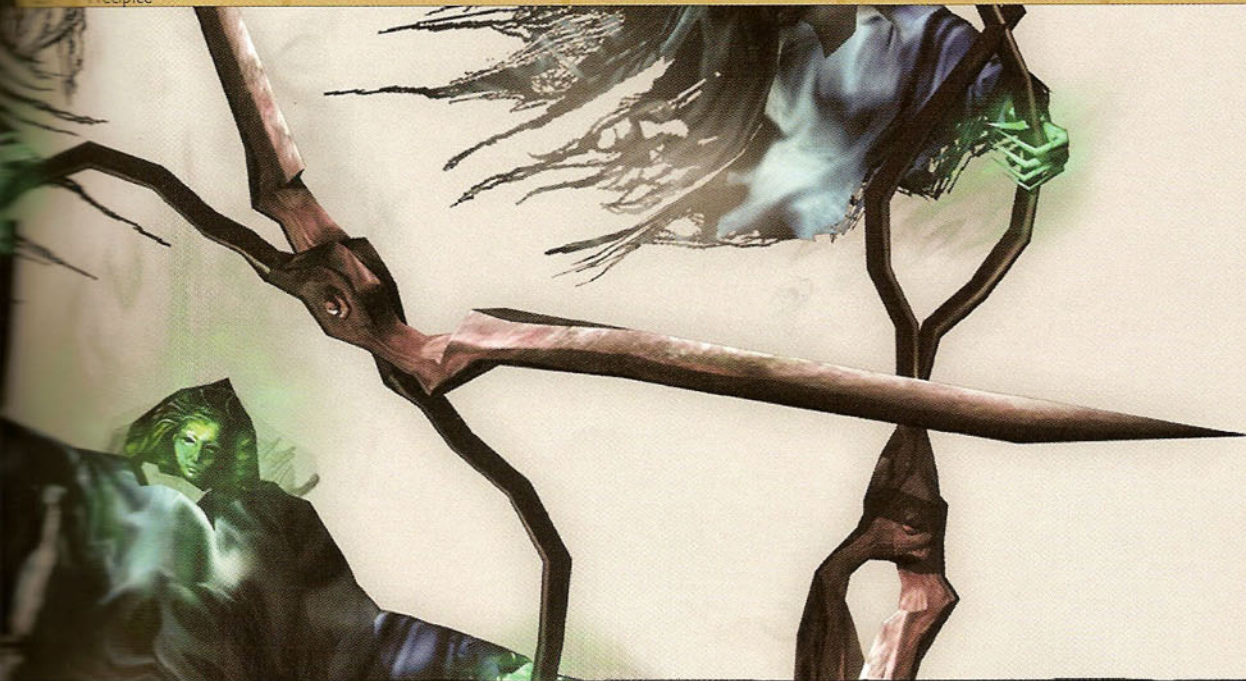
REFERENCE
CHART

Normal Mode

STAGE 1: ANCIENT CASTLE—EVENING

First half, Mission 1-4; NORMAL

No.	Room Name	Mission 1	Mission 2	Mission 3	Mission 4
100	Main Hall				
101	Entrance				
102	Gate Guard's Room/ High Security Prison	Bloody Mari (x1) and Marionettes (x2). After, Marionette (x4) + big	Marionette (x4) + big		Marionette (x4) + big
103	Main Hall Roof				
104	East Tower, Stairs				Marionette (x3)
105	East Gallery		Marionette (x6) + big, or (x5) after 10F, or Sin Scissors (x2) + big. After receiving "Staff," many Phantom Babies		Phantom Chase Event. After that, Sin Scissors (x2) + big. Or, Marionette (x6) + big or (x5).
106	2F Corridor		Marionette (x7)		
107	Cathedral			Phantom I	Marionette (x7) + big (Phantom Babies/Secret Mission)
108	Escape Channel (before destruction)				
109	Path of Trials				
110	Underwater Abyss			Sargasso (x6) (Sin Scissors (x1)/Secret Mission)	Sargasso (x6)
111	Fountain with Water		Marionette (x4) + big		After busting the lion statue, Shadow. Otherwise, Sin Scythe (x3) + middle Sin Scissors (x3)
112	Library		Sin Scissors (x3) (after receiving the "Staff")		
113	Castle Lord's Bedroom				Event where Nelo Angelo appears
114	Study				(Phantom Babies/Secret Mission)
115	Castle Wall				Nelo Angelo I
116	Phantom Fall				
117	Alchemy Room				
118	Waterway 1				
119	Waterway 2				
120	Airplane Hangar	Bloody Mari (x1) and Marionette (x5)	Marionette (x5) + big, or (x6) + big	Marionette (x5) + big, or (x6) + big	
121	Broken Lattices				
122	Broken Drawbridge				
123	Slaves' Arena	Marionette (x5) After opening the gate, Marionette (x6)	Marionette (x5)		Marionette (x5) (Shadow (x3)/Secret Mission)
124	Precipice				



STAGE 1: ANCIENT CASTLE-EVENING

Last Half; Mission 5-8; NORMAL

No.	Room Name	Mission 5	Mission 6	Mission 7	Mission 8
100	Main Hall				
101	Entrance				
103	Gate Guard's Room/ High Security Prison	Marionette (x4) + big	Marionette (x4) + big	Marionette (x4) + big	Bloody Mari (x1) + small
104	Main Hall Roof				Final Phantom Battle
106	East Tower, Stairs	Sin Scythe (x2)	Sin Scythe (x2)	Beelzebub (x8)	Beelzebub (x8)
108	East Gallery	Sin Scissors (x2) + big. Or, Marionette (x6) + big or (x5)	Sin Scissors (x2) + big. Or, Marionette (x6) + big or (x5)	Sin Scissors (x2) + big. Or, Marionette (x6) + big or (x5)	Sin Scissors (x2) + big. Or, Marionette (x6) + big or (x5)
109	2F Corridor				
10a	Cathedral	Marionette (x7) + big	Marionette (x7) + big	Marionette (x7) + big	Marionette (x7) + big
10b	Escape Channel (before destruction)		Beelzebub (x12) (Kyklops (x2)/Secret Mission)	Beelzebub (x12)	Beelzebub (x12)
10c	Path of Trials				
10e	Fountain with Water	Sin Scythe (x3). Recharge "Soul," Shadow	Sin Scythe (x3)	Sin Scythe (x3)	Sin Scythe (x3)
10f	Library				
110	Castle Lord's Bedroom				
111	Study				
112	Castle Wall	Shadow			
114	Phantom Fall				
116	Alchemy Room				
119	Waterway 1		After 10b, Beelzebub (x8)	Sin Scythe (x3)	Sin Scythe (x3)
11a	Waterway 2		Death Scissors (x1)	After Phantom Chase Event II, Beelzebub (x8)	
11b	Airplane Hangar	Marionette (x5) + big, or (x6) + big	Marionette (x5) + big, or (x6) + big	Marionette (x5) + big, or (x6) + big	Marionette (x5) + big, or (x6) + big
11c	Broken Lattices				
11d	Broken Drawbridge				
120	Slaves' Arena	Marionette (x5)	Marionette (x5)	Marionette (x5)	Marionette (x5)
121	Precipice				



STAGE 2: OUTSIDE ANCIENT CASTLE—GARDEN

NORMAL

No.	Room Name	Mission 9	Mission 10	Mission 11	Mission 14	Mission 15
200	Drawbridge					
201	Commons	Blade (x3) or Griffon (after receiving Ifrits)	Blade (x3) + small	Kyklops (x2) or Blade (x3) + small		Kyklops (x2) or Blade (x3) + small
202	South Fortress	Marionette (x6) (after receiving Ifrits). Thereafter, Blade (x3) + small	Death Scythe (x1) or Blade (x3)	Death Scythe (x1) or Blade (x3)		Death Scythe (x1) or Blade (x3)
203	Coliseum					Final Griffon
204	Coliseum—East Corridor					Fetish (x3)
205	Western Trail Entrance	Fetish (x3) + small	Marionette (x6)	Blade (x3)		Blade (x3)
206	Greenhouse			Death Scythe (x1) (no respawn)		
207	Greenhouse Fountain			Nelo Angelo II		
208	Coliseum—West Corridor					Fetish (x3)
209	Eastern Trail Entrance				Fetish (x1) and Marionette (x5) + big	Fetish (x1) and Marionette (x5) + big
20a	Underground Tomb—Front					Sin Scythe (x3)
20c	Underground Waterfall Basin					(Shadow (x3)/ Secret Mission)
20d	South Plaza	Fetish (x1) and Marionette (x5) + small	Fetish (x1) and Marionette (x5) + small	Blade (x3) + small		Blade (x3) + small
20e	East Walkway Entrance—Night					Fetish (x1) Marionette (x5) + small
211	Drawbridge—Night					
212	In front of the Coliseum—Night					Sin Scythe (x3)
213	South Plaza—Night					Fetish (x1) and Marionette (x6)
214	Lost Canyon		First Pass—Fetish (x1) and Marionette (x6) + small. Second Pass—Sin Scythe (x3). Third Pass—Blade (x3)	Fetish (x1) and Marionette (x6) + small		Fetish (x3) + small, or Fetish (x1) and Marionette (x5) + middle
215	In front of Greenhouse		Kyklops (x2)	Fetish (x1) and Marionette (x6) + middle (Sin Scissors (x6)/ Secret Mission)		Fetish (x1) + middle Marionette (x6) (Sin Scissors (x6)/ Secret Mission)
216	Mountains				Shadow (x2) or Death Scythe, or Blade (x3)	Shadow (x2) or Death Scythe, or Blade (x3)
217	Waterfall					
218	West Walkway Entrance—Night					Marionette (x3) + big
219	Lost Canyon—Night					Blade (x3) + big
21a	In front of Greenhouse—Night					Fetish (x1) and Marionette (x6) + small
21b	Mountains—Night					Shadow (x2) or Blade (x3) + middle or Blade (x3)
21c	Waterfall—Night					
21d	In front of the Entrance—Night					
21e	Greenhouse Well			Blade ((x1) outside, (x4) in wall)	Blade (x5)	Blade (x5)

STAGE 2: GHOST SHIP

NORMAL

No.	Room Name	Mission 12	Mission 13	Mission 14
220	Entrance	Marionette (x4)		
221	Forward Cargo Hold	Underwater Blade (x1)		
222	Below-Decks	Blade (x2)		
223	Rear Cargo Hold	Underwater Blade (x1)		
224	Upper Ship	Death Scythe (x1)		
225	Captain's Quarters			
226	Flowing Cave	Griffon (Boss Battle)		
227	Cave Exit		Bloody Mari (x2) and other Marionettes (x2)	Bloody Mari (x2) and other Marionettes (x2) + big
228	Sunken Forward Hold		Underwater Blade (x2)	
229	Sunken Below-Decks		Underwater Blade (x2) (a new set won't arrive after defeating them)	Underwater Blade (x2)
230	Sunken Rear Hold		Underwater Blade (x3) (a new set won't arrive after defeating them)	Underwater Blade (x3)
231	Sunken Captain's Quarters			Search skeleton prior to Mission 14 (Blade (x8)/Secret Mission).

STAGE 3: ANCIENT CASTLE-NIGHT

NORMAL

No.	Room Name	Mission 16	Mission 17	Mission 18	Mission 19
300	Main Hall	Plasma (x1) (Shadow (x1)/Secret Mission)			
301	Entrance	(Shadow (x1)/Secret Mission)			
302	Gate Guard Room/ Chamberlain's Room		Marionette (x1)	Marionette (x1)	Marionette (x1)
303	Underwater Abyss	Sargasso (x6)	Sargasso (x6)	Sargasso (x6)	Sargasso (x6)
305	West Tower Staircase				
307	West Corridor		Fetish (x1), Marionette (x4) + big		Fetish (x1), Marionette (x4) + big
308	East Corridor	Fetish (x1), Marionette (x4)	Fetish (x1), Marionette (x4)	Fetish (x1), Marionette (x4)	Fetish (x1), Marionette (x4)
30a	Cathedral	Nightmare I			Plasma (x1) (splits into 3)
30c	Path of Trials		(Death Scythe/Secret Mission)		
30d	Fountain with Fire			Nightmare II	
310	Castle Lord's Bedroom				
311	Study				
313	Gallery		Dracolich		
314	Nightmare Space	Sargasso (x6), Big Sargasso & Phantom			Sargasso (x6), Big Sargasso & Griffon
315	Castle Baron's Throne		Final Nelo Angelo		
317	Ancient Torture Chamber			Sin Scissors (x3) (underwater)	Sin Scissors (x3) (underwater)
318	Flooded Prison				
31b	Airplane Hangar	Plasma (x1), divides into 3 (Shadow (x2)/Secret Mission)	Plasma (x1), divides into 3	Plasma (x1), divides into 3	Plasma (x1), divides into 3
31e	3F of 302				
31f	Outdoor Battle Arena		Frost (x2)	Frost (x2)	Frost (x2)
327	Cathedral (mirror)				
32a	Castle Lord's Bedroom (mirror)				
32c	Castle Wall (mirror)				Nobody (x3)

STAGE 4: THE UNDERWORLD

NORMAL

No.	Room Name	Mission 20	Mission 21	Mission 22	Mission 23
400	Entrance to the Demon Realm, "The Gullet"	Frost (x2)	Frost (x2)	Frost (x2)	Frost (x1)
401	Sacrificial Ceremony Room, "The Stomach"	Final Nightmare			Nobody (x2)
402	Boulder Gate				Frost (x1)
403	Right Intestines		Nobody (x3)		
404	Dracolich's Chamber		Frost (x2) + small (after defeating the Dracolich)	Frost (x2)	
405	Heart Chamber				
406	Magma "Lung"		Plasma (x2)	Plasma (x2)	
407	Cave of Tentacles		Nobody (x3)		
408	Demon Realm Temple			Event	
409	Demon Emperor's Space			Angelform Mundus	
40a	Escape Waterway (Old Castle)				Trueform Mundus
327	Cathedral (Mirror)				
30a	Cathedral				Marionette (x5)
308	East Corridor				Blade (x2)
31b	Airplane Hangar				
00d	Biplane Escape				

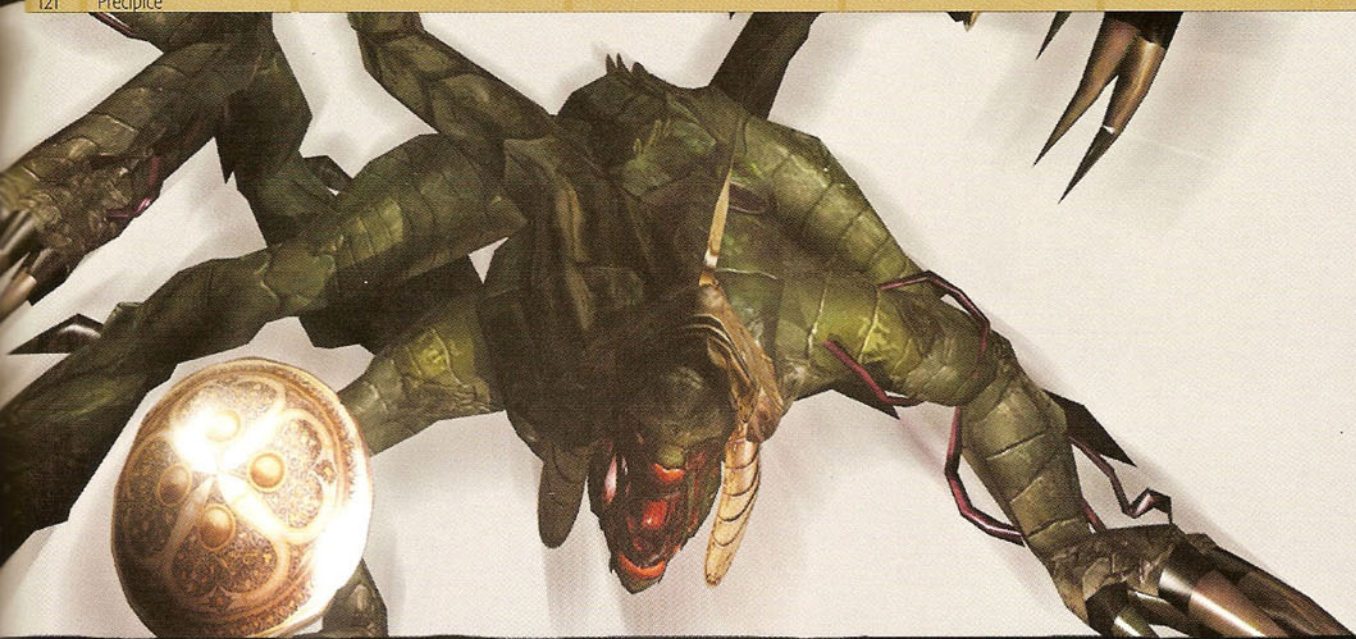
REFERENCE
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Hard Mode

STAGE 1: ANCIENT CASTLE-EVENING

First half, Mission 1-4; HARD

No.	Room Name	Mission 1	Mission 2	Mission 3	Mission 4
100	Main Hall				
101	Entrance				
103	Gate Guard's Room/ High Security Prison	Fetish (x2) and Bloody Mari (x2). After, Fetish (x2) + big	Fetish (x2) + big	Fetish (x2) + big	Fetish (x2) + big
104	Main Hall Roof				
106	East Tower, Stairs				Marionette (x4)
108	East Gallery		Marionette (x6) + big or (x5) + big. Or, Shadow (x1) + small. After receiving "Staff," many Phantom Babies.		Phantom Event. After that, Shadow (x1) + small. Or, Marionette (x6) + big or (x5) + big
109	2F Corridor		None		
10a	Cathedral			Phantom I	Marionette (x7) + big (Phantom Babies/Secret Mission)
10b	Escape Channel (before destruction)				
10c	Path of Trials				
10d	Underwater Abyss			Sargasso (x6) (Sin Scissors (x1)/Secret Mission)	Sargasso (x6)
10e	Fountain with Water		Blade (x3) + big, or Death Scythe (x3) + big		After busting the lion statue, Death Scissors. Otherwise, Shadow (x1) + small
10f	Library		Sin Scissors (x3) (after receiving the "Staff")		Sin Scissors (x3)
110	Castle Lord's Bedroom				Event where Nelo Angelo appears
111	Study		Beelzebub "earth" (x1), Beelzebub "flying" (x5)		Beelzebub "earth" (x1), Beelzebub "flying" (x5) (Phantom Babies/Secret Mission)
112	Castle Wall				Nelo Angelo I
114	Phantom Fall				
116	Alchemy Room				
119	Waterway 1				
11a	Waterway 2				
11b	Airplane Hangar	Fetish (x1) and Bloody Mari (x5)	Marionette (x5) + big or (x6) + big		Marionette (x5) + big or (x6) + big
11c	Broken Lattices				
11d	Broken Drawbridge				
120	Slaves' Arena	Marionette (x5). After opening the gate, Marionette (x6)	Marionette (x5)		Marionette (x5) (Shadow (x3)/Secret Mission)
121	Precipice				



STAGE 1: ANCIENT CASTLE-EVENING

Last Half; Mission 5-8; HARD

No.	Room Name	Mission 5	Mission 6	Mission 7	Mission 8
100	Main Hall				
101	Entrance				
103	Gate Guard's Room/ High Security Prison	Fetish (x2) + big	Fetish (x2) + big	Fetish (x2) + big	Fetish (x1) + small
104	Main Hall Roof				Final Phantom Battle
106	East Tower, Stairs	Death Scythe (x1)	Death Scythe (x1)		
108	East Gallery	Shadow (x1) + small, or Marionette (x6) + big or (x5) + big	Shadow (x1) + small, or Marionette (x6) + big or (x5) + big	Shadow (x1) + small, or Marionette (x6) + big or (x5) + big	Shadow (x1) + small, or Marionette (x6) + big or (x5) + big
109	2F Corridor				
10a	Cathedral	Marionette (x7) + big	Marionette (x7) + big	Marionette (x7) + big	Marionette (x7) + big
10b	Escape Channel (before destruction)		Plasma (x3)	Plasma (x3) (Kyklops (x2)/Secret Mission)	Plasma (x3)
10c	Path of Trials				
10e	Fountain with Water	Extra Phantom Battle (does not respawn)	Extra Phantom Battle (does not respawn)	Extra Phantom Battle (does not respawn)	Extra Phantom Battle (does not respawn)
10f	Library	Sin Scissors (x3)	Sin Scissors (x3)	Sin Scissors (x3)	Sin Scissors (x3)
110	Castle Lord's Bedroom				
111	Study	Beelzebub "earth" (x1), Beelzebub "flying" (x5) Shadow (x2)	Beelzebub "earth" (x1), Beelzebub "flying" (x5)	Beelzebub "earth" (x1), Beelzebub "flying" (x5)	Beelzebub "earth" (x1), Beelzebub "flying" (x5)
112	Castle Wall				
114	Phantom Fall				
116	Alchemy Room				
119	Waterway 1		After 10b, Plasma (x3)	Frost (x2)	Frost (x2)
11a	Waterway 2		Death Scissors	After second Phantom event, Beelzebub (x8)	
11b	Airplane Hangar	Marionette (x5) + big or (x6) + big	Marionette (x5) + big or (x6) + big	Marionette (x5) + big or (x6) + big	Marionette (x5) + big or (x6) + big
11c	Broken Lattices				
11d	Broken Drawbridge				
120	Slaves' Arena	Marionette (x5)	Marionette (x5)	Marionette (x5)	Marionette (x5)
121	Precipice				



STAGE 2: OUTSIDE ANCIENT CASTLE—GARDEN

HARD

No.	Room Name	Mission 9	Mission 10	Mission 11	Mission 14	Mission 15
200	Drawbridge					
201	Commons	Blade (x3) + middle, or Griffon I (after receiving Ifrits)	Blade (x3) + middle (high percentage) or Death Scythe (low percentage)	Kyklops (x2) (high percentage), or Blade (x3) + middle (low percentage)		Kyklops (x2) (high percentage), or Blade (x3) + middle (low percentage)
202	South Fortress	Death Scythe (after receiving Ifrits). From then on, Blade (x3) + middle	Death Scythe (x1) (high percentage), or Blade (x3) + middle (low percentage)	Death Scythe (x1) (high percentage), or Blade (x3) + middle (low percentage)		Death Scythe (x1) (high percentage), or Blade (x3) + middle (low percentage)
203	Coliseum					Final Griffon
204	Coliseum—East Corridor					Fetish (x3) + small
205	West Walkway Entrance	Fetish (x3)	Fetish (x3)	Death Scythe (x1)		Fetish (x3) + small
206	Greenhouse			Death Scythe (x1)		
207	Greenhouse Fountain			Nelo Angelo II		
208	Coliseum—West Corridor					Fetish (x3) + small
209	East Walkway Entrance				Death Scythe (x1)	Death Scythe (x1)
20b	Underground Tomb—Front					Death Scythe (x1) (door w/Blue Crest). Shadow (x2) (door w/Red Crest)
20c	Underground Waterfall Basin				Sin Scissors (x3)	(Shadow (x3)/ Secret Mission)
20d	South Plaza	Fetish (x1) and Marionette (x4) + small	Blade (x3) + middle or Fetish (x3) + middle	Blade (x3) + small		Death Scythe
20e	East Walkway Entrance—Night					Fetish (x3) + big
211	Drawbridge—Night					
212	Commons—Night					Death Scythe (x1) (Kyklops (x2)/ Secret Mission)
213	South Plaza—Night					Blade (x3) + small
214	Lost Canyon		First Pass—Fetish (x3) + small. Second Pass—Blade (x3) + middle. Third Pass—Shadow (x2).	Blade "big" (x1), "small" (x4), and Marionette (x6) + small		Blade "big" (x1), "small" (x4), and Marionette (x6) + small
215	In front of Greenhouse		Kyklops (x2)	Fetish (x3) + small (Sin Scissors (x6)/ Secret Mission)		Fetish (x3) + small (Sin Scissors (x6)/ Secret Mission)
216	Mountains				Death Scythe (x1), Shadow (x3), or Blade (x4) + middle	Death Scythe (x1), Shadow (x3), or Blade (x4) + middle
217	Waterfall					
218	West Walkway Entrance—Night					Blade big (x2), small (x4) + big
219	Lost Canyon—Night					Shadow (x2)
21a	In front of Greenhouse—Night					Fetish + Marionette (x6) + small
21b	Mountains—Night					Shadow (x2) or Blade "big" (x2), "small" (x4) + 5
21c	Waterfall—Night					
21d	In front of the Entrance—Night					
21e	Greenhouse Well			Blade ((x6) outside, (x4) in wall)		

STAGE 2: GHOST SHIP

HARD

No.	Room Name	Mission 12	Mission 13	Mission 14
500	Entrance	Marionette (x4)		
501	Forward Cargo Hold	Underwater Blade (x1)		
502	Below-Decks	Frost (x2)		
503	Rear Cargo Hold	Underwater Blade (x1)		
504	Upper Ship	Death Scythe (x1)		
505	Captain's Quarters			
506	Flowing Cave	Griffon (Boss Battle)		
507	Cave Exit		Bloody Mari (x2) and other Marionettes (x4)	Bloody Mari (x2) and other Marionettes (x2) + big
508	Sunken Forward Hold		Underwater Blade (x2)	
509	Sunken Below-Decks		Underwater Blade (x2) (a new set won't arrive after defeating them)	Underwater Blade (x2)
50a	Sunken Rear Hold		Underwater Blade (x3) (a new set won't arrive after defeating them)	Underwater Blade (x3)
50b	Sunken Captain's Quarters			Search Skeleton (Blade (x8)/Secret Mission), prior to Mission 14



STAGE 3: ANCIENT CASTLE-NIGHT

HARD

No.	Room Name	Mission 16	Mission 17	Mission 18	Mission 19
300	Main Hall	Plasma (x1) (Shadow (x1)/Secret Mission)			
301	Entrance	(Shadow (x1)/Secret Mission)			
302	Gate Guard Room/ Chamberlain's Room		Fetish (x2)	Fetish (x2)	Fetish (x2)
303	Underwater Abyss	Sargasso (x6)	Sargasso (x6)	Sargasso (x6)	Sargasso (x6)
305	West Tower Staircase				
307	West Corridor		Fetish (x5) + big, or Nobody (x2) + small		Fetish (x5) + big, or Nobody (x2) + small
308	East Corridor	Fetish (x5) + big, or Shadow (x1) + small	Fetish (x5) + big, or Shadow (x1) + small	Fetish (x5) + big, or Shadow (x1) + small	Fetish (x5) + big, or Shadow (x1) + small
309	2F Corridor				Plasma (x1)
30a	Cathedral	Nightmare I			Frost (x2)
30c	Path of Trials		(Death Scythe/Secret Mission)		
30d	Fountain with Fire			Nightmare II	
310	Castle Lord's Bedroom				
311	Study				
313	Gallery		Dracolith		
314	Nightmare Space	Sargasso (x6), Big Sargasso + Phantom		Sargasso (x6), Big Sargasso + Griffon	
315	Castle Baron's Throne		Final Nelo Angelo		
317	Ancient Torture Chamber			Sin Scissors (x3) (underwater)	Sin Scissors (x3) (underwater)
318	Flooded Prison				
31b	Airplane Hangar	Plasma (x1), divides into 3 (Shadow (x2)/Secret Mission)	Plasma (x1), divides into 3	Plasma (x1), divides into 3	Plasma (x1), divides into 3
31e	3F of 302				
31f	Outdoor Battle Arena		Frost (x2) + small		
327	Cathedral (mirror)				
32a	Castle Lord's Bedroom (mirror)				
32c	Castle Wall (mirror)				Nobody (x3)

STAGE 4: THE UNDERWORLD

HARD

No.	Room Name	Mission 20	Mission 21	Mission 22	Mission 23
400	Entrance to the Demon Realm, "The Gullet"	Frost (x2)	Frost (x2)	Frost (x2)	Frost (x1)
401	Sacrificial Ceremony Room, "The Stomach"	Final Nightmare			Nobody (x2)
402	Boulder Gate				Frost (x1)
403	Right Intestines		Nobody (x3)		
404	Dracolich's Chamber		Frost (x2) + small (after defeating the Dracolich)	Frost (x2) + small	
405	Heart Chamber				
406	Magma "Lung"		Plasma (x2)	Plasma (x2)	
407	Cave of Tentacles		Nobody (x3)	Nobody (x3)	
408	Demon Realm Temple			Event	
409	Demon Emperor's Space			Angelform Mundus	
40a	Escape Waterway (Old Castle)				Trueform Mundus
327	Cathedral (Mirror)				
30a	Cathedral				Marionette (x5)
308	East Corridor				Shadow (x1)
31b	Airplane Hangar			Plasma (x1), divides into 3	
00d	Biplane Escape				

Mission Summaries

This chapter tells you all you need to know to complete the missions in a "Stylish!" way. A devil hunter achieves an excellent ranking by following the objectives quickly and carefully. Remember that this entire chapter describes **Normal difficulty mode**. Compared to Easy Automatic and Hard Modes, there are significant differences in enemy placement. Also, some events will not occur in Easy Automatic Mode.

NO RUSH!!!

Although the missions are time-based, take all the time needed during missions and between missions to kill enemies and collect orbs. Purchase as many skills for Dante as possible before facing the next boss enemy. The advanced difficulty of this game requires Dante to toughen up quickly, or else all becomes hopeless when he lacks enough power to defeat a boss. Do not concern yourself too much with the rankings. Just get Dante leveled-up during this first game so that the next game is doable!

PRE-MISSION

Trish and Dante arrive at the back gate of the castle on Mallet Island just before dusk. Before Mission 1 actually begins, run from the back gates into the hole at the rear of the castle. On the way, grab the **Yellow Orb** in front of a small statue on the left.



YELLOW ORBS

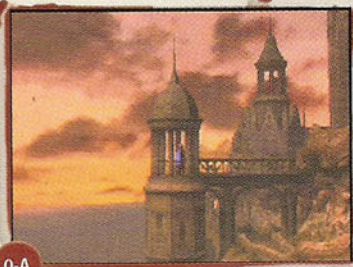
Yellow Orbs enable Dante to continue if killed, without having to start the entire mission over again. If you run out of Yellow Orbs, then you must restart the game from your last memory card save. You will find many Yellow Orbs, but you can also purchase them at shops.

BLUE ORBS

Blue Orbs increase Dante's life bar. Four slices are required to create one full Blue Orb. The life meter can lengthen to the point where Dante's life fills two bars. There are Blue Orb Slices throughout the game, and the shop statues sell full Blue Orbs.

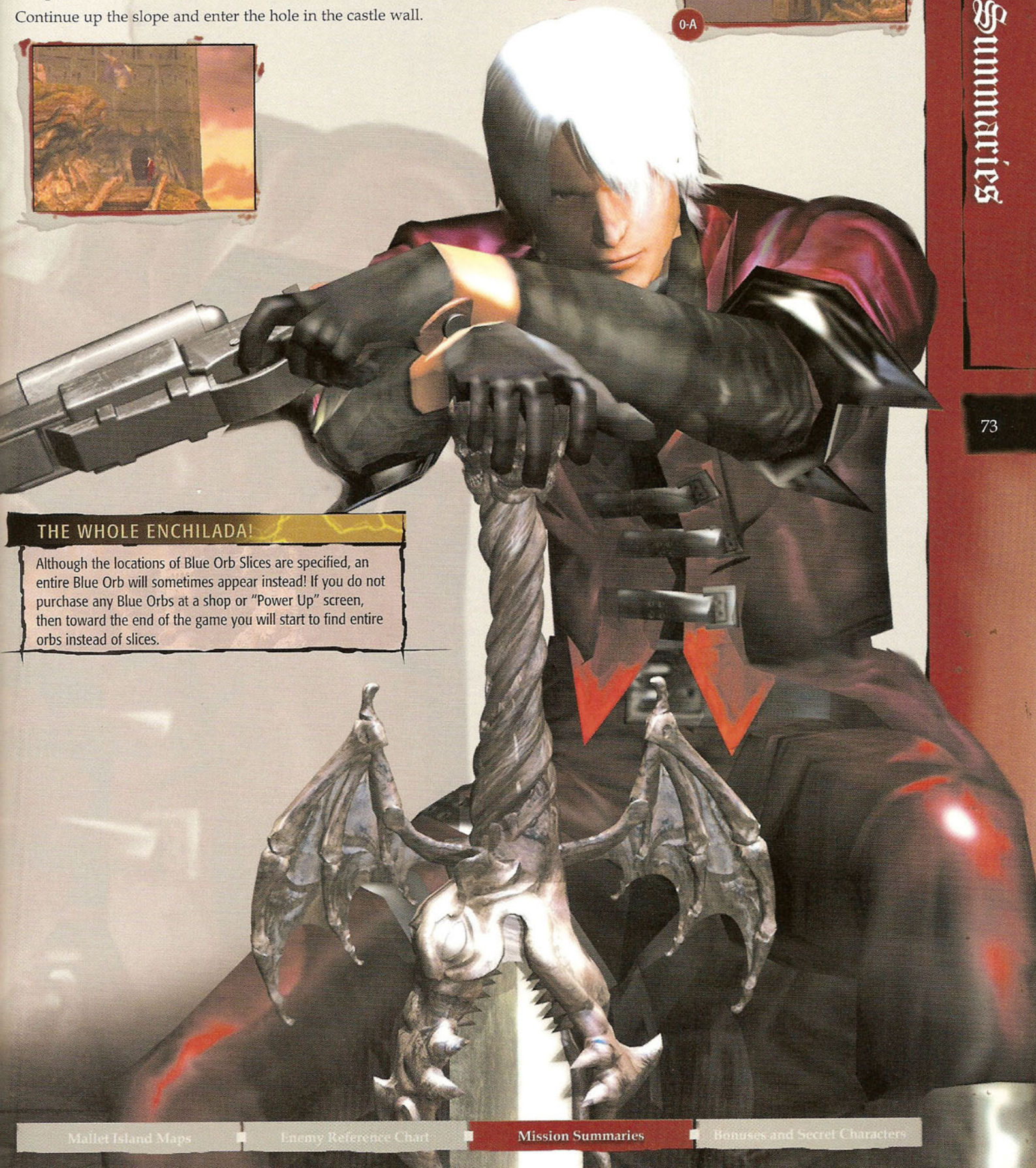
THE FIRST HIDDEN ITEM

DEVIL MAY CRY is overloaded with hidden items. Obtain the first one before Mission 1 begins, or there isn't another chance to find it until a replay game. As Dante approaches the Castle, he crosses under a low bridge that connects to a small tower. Kick jump onto the bridge, then run into the tower and a **Blue Orb Slice** will fall from the ceiling! **0-A** Continue up the slope and enter the hole in the castle wall.



THE WHOLE ENCHILADA!

Although the locations of Blue Orb Slices are specified, an entire Blue Orb will sometimes appear instead! If you do not purchase any Blue Orbs at a shop or "Power Up" screen, then toward the end of the game you will start to find entire orbs instead of slices.





Collect all the Red Orbs in the Main Hall.



Spend 45 Orbs to open the red doors.



Take Rusty Key 1 from the Marionette and use it to open the blue doors in the Main Hall.



Activate the dial switch and descend to the B2F Slave's Arena.



Kill all the Marionettes in the Arena and return to 1F.



Kill all the Marionettes in the Airplane Hangar to unseal the Marionette Door.



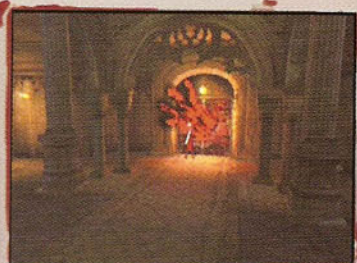
Enter the door to finish the mission.

Mission 1

Curse of the Bloody Puppets

THE HALL OF MUNDUS

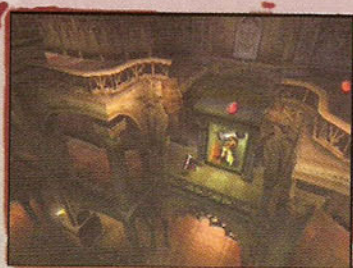
The gap in the castle wall seals after Dante enters. The devil hunter stands in the Main Hall, where the gigantic statue of Mundus watches in stony silence. The Main Hall is three levels high, and there are **Red Orbs** on all three levels. Magic seals the red door at the bottom of the room. If Dante stands too close, a giant hand reaches out and causes damage. Collect all 45 Red Orbs in the room, and spend them to open the door.



RED ORBS

Red Orbs are like currency, which Dante can trade in for power-ups and special abilities. These can be found floating in rooms, and they are released when an enemy is destroyed. The more powerful the enemy, the more orbs are released. Those released by enemies must be collected quickly, or they will disappear.

Collect the orbs on the bottom level near the holy knight statue and the locked blue door. Then run up the stairs to the right and kick-jump up through the gap to the Level 3 balcony. Collect all the orbs, then jump down to the Level 2 balcony and collect the orbs behind the debris.



Move to the bottom of the 2F balcony, where a lion holds an hourglass. The Watcher of Time statues represent shops in the game, where Red Orbs are exchanged for power-ups and extra health items. However, for now the shop in the Main Hall is inactive. Jump on top of the lion statue and move around the 3F balcony to the right, collecting orbs as you head back toward the statue of Mundus.

A **Blue Orb Slice** sits on the small section of the 2F balcony, directly to Mundus's right. Getting to it is tricky, so it is time to refine your jumping abilities. Move to the left side of the broken section of the central staircase, and hop diagonally across. Try to bounce off the small piece that juts out, and land on the platform inside the grates. The jump is challenging, but you must master difficult skills such as this if you are going to find all the hidden items and dodge enemy attacks with precision.



After collecting all 45 Red Orbs in the Main Hall, move to the sealed doorway and examine it. Expend the Red Orbs to unseal the door.

TOYS IN THE STOCKADE

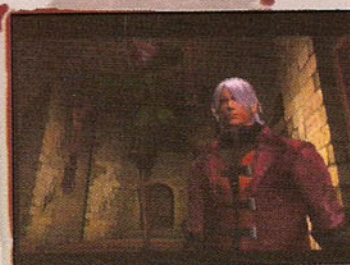
Entering the red doors, Dante finds himself near the front gates of the castle. Yet the portcullis is down, so he cannot exit right now. For now, smash the four suits of armor on the side to reveal hidden **Red Orbs** and a **Blue Orb Slice**.



Go through the wooden double doors beside the portcullis, where Dante encounters a large marionette lying still on the floor. Smash the furniture and armor in this room to reveal hidden **Red Orbs**. Then hop onto the large cabinets and kick-jump through the ceiling hole into the room above. Collect more Red Orbs up here, and then search the Marionette suspended in the back for **Rusty Key 1**. This is the first of several keys you will need to open various doors, and this particular key opens the blue doors back in the Main Hall.



As Dante heads back to the hole in the floor, the Marionettes come to life! The red one is called a **Bloody Mari**, and it is particularly tougher than the rest. Kill the other Marionette that appears in the room, then try to use Dante's High Time skill to knock the **Bloody Mari** into the air with his sword. Accomplish this by pressing R1 and the circle button, while pressing the left analog stick in the direction *away* from the enemy. Quickly switch over to the pistols, and try to "juggle" the **Bloody Mari** in the air with continuous gunfire. The longer it is kept up there, the better your combo rates. If the doll gets too low or falls, hoist it up again and keep juggling it to continue the combo.



BRIEF STOP IN NEPTUNE'S ROOM

Enter the double doors on 2F, where Dante finds a ladder and a shrine to Neptune. The trapdoor at the top of the ladder is sealed, and you can't do anything with the statue for now. Nevertheless, jump into the pool to the left of the statue to find a hidden **Blue Orb Slice**. **1-A**



KILL QUOTA IN THE AIRPLANE HANGAR

Return to the Main Hall and use Rusty Key 1 to enter the blue double doors on the bottom floor. The red double doors nearby are clearly marked on the in-game map as the mission destination. However, there is a strange message indicating that destroying the Marionettes in this room must occur in order to unseal the door!

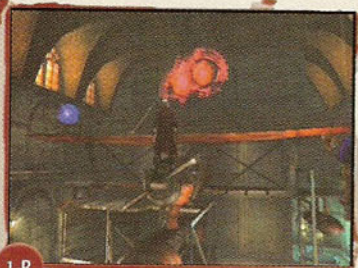


The Marionettes suspended around the room remain inactive even if you attack them. Search for the dial switch in the back corner of the room. Smash the armor in front of the dial, and strike the circular object with the Force Edge until Dante engages the elevator to go down into the Slave's Arena below.



After eliminating all the Marionettes in the B2F Arena, the three doors will open to release more! Keep dancing and blasting until clown carnage covers the dirt floor. Before killing the last Marionette, position Dante inside one of the open side chambers where the second wave came from. Then destroy the last enemy with the Handguns. If Dante is standing inside one of the alcoves when all the enemies die, a **Green Orb** will fall from inside the alcove **1-C**! When the Arena's doors close, return to the elevator and ride back up to 1F.

In the center of the room is an old WWI biplane. Jump onto the wings to collect the **Blue Orb Slice**. If you can land directly on the airplane nose, a plethora of **Bonus Red Orbs** will magically fall from the sky. **1-B**



Returning to the Airplane Hangar, the Marionettes will now drop from the ceiling and teleport into the room as you hack and slash your way through. After clearing away the enemies, the red marionette doors are unsealed. Go through them to complete the first mission.



Judge of Death



SHOP IN THE STUDY

Across the hall from the Airplane Hangar is a small Study, and at the far end of the room is the first working shop. If you do not have enough orbs to power up between missions, you can always use the shops during your excursions. Smash the table closest to the Watcher of Time to find a hidden **Blue Orb Slice**, and smash the other furniture for additional **Red Orbs**.



Each time you exit the Study, Marionettes will crowd the rounded corridor. To quickly build up a cache of Red Orbs, travel back and forth between the Study and the rounded corridor outside, and kill everything you encounter. Use the Shop to purchase power-ups. However, exercise caution when facing this many enemies at the start of the game with Dante's initial weapons. Try to obtain the Alastor sword at the end of the corridor as soon as possible, even if you have to run from enemies to get it.

THE ALASTOR SWORD

Up the stairs at the end of the rounded corridor, Dante finds a door from which a sword protrudes. Remove the **Alastor**, and the half-devil hero now has the ability to activate the Devil Trigger when at least three Devil Gauges are full. For more insight about this amazing power boost, refer to the **Devil Trigger** chapter.



The door where the Alastor originated from changes forms. Now the Cathedral door displays the Judge of Death, which is missing something required to complete the mission.

ALASTOR

The Alastor sword is much more powerful than Dante's Force Edge, and battles against Marionettes and other enemies will be quicker with this weapon. The sword channels the powers of lighting, and most enemies at this point in the game are susceptible to its power.



Find the Alastor sword at the end of the curved corridor.



Search the grim reaper's portrait for Rusty Key 2, and use it to unlock the golden doors midway in the curved corridor.



Cross the balcony sections around the Fountain area to reach the double doors.



Knock the gold sarcophagus off the trap door.



Take the Staff of Judgement from the room behind the Library.



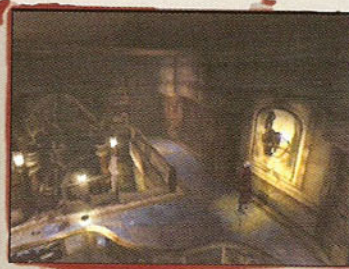
Defeat the Sin Scissors to escape from the Library.



Use the Staff to open the Cathedral Doors.

GRIM FOREBODING IN THE LIBRARY

Enter the double doors next to the Cathedral doors. Just inside the Library, smash the table on the right for **Red Orbs**. Leap onto the upper level and examine the portrait of the grim reaper on the far right. Dante will extract **Rusty Key 2** from the reaper's hand. Destroy the table across from the painting to reveal the **Shotgun** **2-A**, and exit the Library.



2-A

USING THE SHOTGUN

The Shotgun is great when facing lots of Marionettes in a tight space like the rounded corridors. In addition, this weapon works better against certain enemies than the Handguns. For more details, review the **Guns and Weapons** chapter as well as **Mavens of Mayhem**.

FOUNTAIN FRENZY

Return to the golden doors at the midway point in the rounded corridor, and unlock them with Rusty Key 2. This leads Dante to the Fountain area, where a dozen or so Marionettes have him hopping and blasting all over the place. Try out that new Shotgun to eliminate the foes.

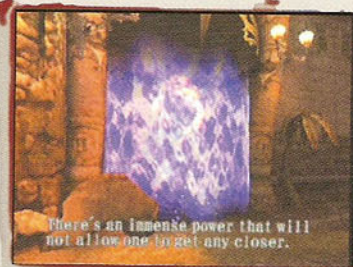


Leap onto the very top of the Fountain, to make a hidden batch of **Red Orbs** appear **2-B**. The easy way to land on the top of the fountain is to run in from the entrance, and jump when Dante reaches the edge of the water. This jump is not too hard to master.



2-B

A blue force field protects a lion statue. If Dante runs into the field, he will stagger backward and become vulnerable for a short time. Try to keep any battles away from the statue. When the Marionettes are finished off, run around the upper balcony and Hyper-Jump over the gaps. Enter the double doors on the far side.



There's an immense power that will not allow one to get any closer.



TOMB OF THE PRISONER

Use the Shotgun to blast through this rounded 2F corridor. At the far end of the corridor is a bizarre statue of a man in chains, which will be more useful later. Further in, swing Dante's sword to push the gold sarcophagus off a trap door, and then jump down through it.



Dante lands in a secret room behind the Library overgrown with vegetation. Directly in front of him is the **Staff of Judgement**, placed in a wall fresco similar to the one on the Cathedral door.



Upon taking the Staff, a secret door opens, providing an exit through the Library. However, upon reaching the doors, enemies emerge from the grim reaper painting.

Use the Shotgun to blast away at the Sin Scissors enemies. When possible, jump in the air above them and hit them with the Alastor. It helps to jump directly on the mask at the top of the evil spirit. Jumping off the mask stuns the creature for a brief second, and opens it up to a quick kill with the Alastor. The magic of the sword or the power of the Shotgun are the only sure ways to kill Sin Scissors quickly and efficiently, but be careful of those big clippers!



JUDGEMENT AT HAND

After the Sin Scissors are defeated in the Library, the doors become unsealed. In the corridor outside the Cathedral, a few dozen tiny spiders try to escape under the doors. Switch over to the Handguns and fire like crazy to exterminate them all. Then place the Staff of Judgement into the fresco on the Cathedral doors to complete this mission.



BUG SQUASHING

Stepping or rolling on spiders can also kill them, so make sure to move around a bit while firing.



Destroyer of Ardor

MISSION OBJECTIVES



Pray to the Pride of Lion to open the beige doors.



Run to the end of the Floating Platform and read the lion's clue.



Crush the Sargasso skulls in the underwater passage.



Return to the altar and grab the Pride of Lion.



Square off against the powerful Phantom.



Exit the Cathedral through the blue doors.

LEVEL UP TIME!

While staring at the start screen for Mission 3, first choose the "Power Up" option and purchase the Alastor's Air Raid ability. This skill is necessary to fight an upcoming enemy, and it helps in reaching some secret items!

POWERS OF THE LION

Stepping into the Cathedral, Dante finds that both exit points are magically sealed. Run the length of the room to the altar at the far end to find the mighty Pride of Lion. Dante is not yet worthy to take the stone, but examining it will open the doors that lead out to the "Path of Trials."



THE FLOATING PLATFORM

Journey to the end of the "Path" and collect the five full Red Orbs. Then examine the insignia on the wall and the lion's epitaph. Now that Dante knows the secret of the lion, he's ready to claim the piece inside.



However, fate has other plans. As Dante crosses back to the Cathedral, lightning from the heavens splits the floating platform into a dozen pieces, and the devil hunter falls into the waters.



UNDERWATER ABYSS

Any time Dante falls into the underwater chamber, he gradually loses life power during the time he is there. Run quickly through the short corridor to the circular chamber and step on the multi-colored circle. The gate slams shut, trapping Dante in the room with six Sargasso skulls. These enemies are quickly dispatched with Shotgun blasts and sword chops. Just make sure you leap out of their way, avoiding their toxic breath. When the last skull is smashed, it releases a Green Orb to help Dante regain lost life. The circle in the middle bursts into light, and stepping upon it transports Dante back to the Path of Trials above.



SECRETS OF THE PATH OF TRIALS

Dante is now standing near the Cathedral. Cross the Path of Trials back to the lion's epitaph to find a **Blue Orb Slice** 3-A. Do not worry about falling into the water, just defeat the Sargasso skulls again to get transported to the other side. Return to the Cathedral after collecting the special orb.



More hidden orbs lie just above the Cathedral doors. Kick-jump up the wall to the left of the door, where Dante lands on a tiny platform. From there, jump to the right so that Dante flips onto the head of the winged statue above the door.

Bonus Red Orbs will drop at this location. There is still a platform chunk floating high above, and it is impossible to reach by jumping. Devil Trigger and leap as high as possible. While in the air, press R1 so that Dante spreads his wings (you must have the Air Raid ability to do this). Then fly above the floating platform chunk and press L1 to negate Devil Trigger. When Dante drops onto the chunk of bridge, a **Blue Orb Slice** appears. 3-B



Return to the Abyss beneath the Path of Trials, and keep eliminating Sargasso Skulls until both life and magic power meters are full. When you reenter the Cathedral, something bad is going to happen, so make sure the Devil Gauges are full.

THE SPIDER FROM HELL

The **Pride of Lion** descends to a resting position, waiting for Dante to claim it. Run back to the altar and take the stone, but be prepared to face the consequences...



Phantom I

SUGGESTED LEVELS

Life Meter		(x1)
Devil Gauges		
Preferred Weapons	Alastor, Handguns	
Special Moves	Air Raid	



The Phantom spider is the first of several extremely powerful devils that serve Mundus, and you must face each several times on the quest to defeat the dark god of the Underworld. Just because this is the first "boss fight" of the game, do not take it lightly.



Most importantly, learn to recognize when the Phantom is going to attack. Dodging attacks is the main priority. Do not get in a rush to attack, or you may risk being too close to the Phantom to get away in time.

The Phantom fires high-speed fireballs from its mouth, but only after its mouth lights up. At the warning, start running away from the creature and jump into the air when the ball fires. If possible, hide behind the columns in the Cathedral, which should absorb the blasts. The monster will leap high into the air and attempt to crush Dante, so be ready to jump out of the way. The volcanic abomination is capable of creating spires of magma that shoot up from the ground **3-C**. The first of these usually misses as a warning, but the next will be precise. Cease all attacks in order to leap away from the volcanic columns. Move into the open center so that dodging the magma is easier. In addition, do not get too close to the Phantom's head or it will bash Dante with its powerful forelegs.



3-C



Attacking the Phantom is not an easy task. The only real vulnerable spot is its topside. The head is also a weak spot, but the Phantom guards itself with its impenetrable forelegs. Leap over the creature, firing bullets into the top of the Phantom. If the creature is still, leap onto its back and blast or chop away. Stay on the move while on the creature and jump off soon, because the tail can impale Dante.



Phantom PHANTOM I

Use the Devil Trigger wisely. Slashing and shooting from above are both more powerful under the influence of the Devil Trigger. Most boss fights revolve around efforts to shoot the enemy enough so that the Devil Gauges recharge as quickly as possible. If possible, stay in Devil Trigger mode throughout an entire boss fight.



If available, leap up and perform the Air Raid attack until the power runs dry. Not every blow of this attack will damage the Phantom, since it is only vulnerable while glowing red. Also, it will try to hide behind columns and other places that are safe from the air so do not perform the attack at too high an elevation. The Air Raid is a great way to reduce the Phantom's life considerably. Just be aware that it might launch fireballs. If the Air Raid is not available, switch on Devil Trigger and blast at the creature from high up. If the Handguns are fired fast enough, Dante can stay airborne for up to seven hyper-charged shots. While the power lasts, jump on its back and chop it to pieces with the Alastor.

The Stinger move is also useful if the Phantom's face is showing. If used at the right time, you can detonate a fireball inside its mouth. However, charging at the Phantom's face is a tricky attack best left to experts, because if done improperly it leaves Dante vulnerable to counterattack. Yet, if the Phantom takes a direct hit in the face, it will be stunned for a moment!

FINISHING THE MISSION

After the Phantom scampers away, quickly gather the Red and Green Orbs left behind. Run to the blue doors in the Cathedral to end the mission. However, before you go, read the note about "Secret Mission 1."

The next mission is much tougher. If you thought things were difficult already, just wait to see what's next! Purchase at least one new Alastor skill (Stinger or Round Trip) or another Vital Star before starting Mission 4.



Secret Mission 1

You can undertake the first of twelve Secret Missions **after** defeating the Phantom and **before** finishing Mission 3. Return to the underwater area beneath the Path of Trials. The Sin Scissors enemy must die from a single critical hit!

For more detailed information and tactics, refer to the **Secret Missions Pack** in the front of the book. It contains all the coverage for every Secret Mission.

Mission 4

Black Knight

MISSION OBJECTIVES



Outrun the vengeful Phantom.



Unseal and smash the lion guardian statue.



Claim the Death Sentence at the top of the stairwell.



Execute the bust to release the Melancholy Soul.



Duel with Nelo Angelo.

Secret Mission 2

Before Dante takes a single step into Mission 4, there is already another Secret Mission to undertake! Equip the Handguns and go back into the Cathedral. The idea is to kill 100 Phantom Babies in 30 seconds. Tips and additional tactics are available in the **Secret Missions Pack** in the front of the book.

WRATH OF THE SPIDER

With the Pride of Lion, unseal the force field in the Fountain area. However, upon reaching the golden doors in the rounded corridor the Phantom appears! Immediately start running toward the Airplane Hangar because battling the Phantom in this tiny space is suicide.

When there is a warning that a fireball is approaching, wait until it fires before leaping out of the way. Look for the red double doors on the right, and get inside them as fast as possible. If the Phantom manages to blast you beyond them, run into the Study for safety. Once past the rounded corridor, the event is over and it is safe to return to the Fountain area.



Secret Mission 3

After clearing Secret Mission 2 in the Cathedral, another job awaits in the Study. This time, try to kill 100 Spiders in 20 seconds by stomping on them!

HIDDEN WITHIN THE LION

Return to the Fountain area and approach the blue force field around the lion statue. The Pride of Lion will negate the field, but the lion's eyes now glow red. Smash the lion two to three times with the Alastor, and a horrible creature will pop out! In Normal Mode, the monster is a Shadow. When the Shadow is defeated, the lion's door above the statue will be unsealed.



SHADOWS

Fighting one of these beasts is like taking on a minor boss monster. They are extremely difficult to kill. If you skip the scene where it emerges (press the SELECT button), you have a better chance of avoiding its first attack. Continue to leap out of its way and pump it full of lead using the Handguns. Use Devil Trigger to make the bullets strike with more impact, but avoid using any attacks other than guns. The Alastor is ineffective while the creature is in "panther" form, and only provokes a strong counterattack. When the creature flattens into the ground, it is invulnerable to bullets.

After enough damage, the creature dissolves into a reddish sphere. This sphere reveals the creature's true form, and it is only vulnerable to the Alastor. While striking the sphere with the sword, the monster protects itself with spike columns that shoot up from the ground. Avoid these by using the Stinger attack on the red orb repeatedly.

When the Shadow is wounded and glowing red, it will try desperately to capture Dante.

If successful, the creature will explode with Dante inside it! Even if this is avoided, stay far enough away when the creature detonates. Shadows release a high number of Red Orbs and an occasional Green Orb, which completely recharges Dante.



Secret Mission 4

Not one, not two, but **three** secret missions occur during Mission 4! After smashing the lion statue in the Fountain Area, immediately return to the Airplane Hangar and descend to the B2 Slave's Arena. This covert op pits you in a fight to the death against three Shadows, and you only have one chance!

THE LION'S ASCENT

Marionettes greet Dante just inside the stairwell. To reach the top of the square vertical tower quickly, leap over the rail and drop to the very bottom. Strike the blue eye dial until the platform in the center of the floor glows red. When Dante steps on the red platform, it rises to the top of the stairwell. Jump across to the platform where the **Death Sentence** floats in the air.



Drop off either side of the platform and battle the two Marionettes below. Then enter the double doors. In the Master Bedroom, climb on top of the bed's frame for **Bonus Red Orbs 4-A**. You can also use the Watcher of Time behind the bed to power up.



4-A

Insert the **Death Sentence** into the statue near the mirror, and the **Melancholy Soul** will drop to the ground. As Dante retrieves it, an evil dark knight emerges from the mirror. Challenging Dante to a duel, the sinister figure steps outside. With the Bedroom doors sealed, the only choice is to follow.



Nelo Angelo I

SUGGESTED LEVELS

Life Meter	90% (x2)
Devil Gauges	
Preferred Weapons	Alastor
Special Moves	Stinger Lv2



The Patio doors seal when Dante steps outside. Quickly leap down to the lower level, where the feverish battle begins. There are two ways to attack. Either as "Human Dante" which is trickier and requires more artful dodging, or as "Devil Dante" whenever magic powers allow.



At close range, Nelo Angelo attacks with his sword. The dark knight performs his own version of Dante's complete High Time move, knocking the devil hunter into the air with the first strike and then bashing him to the ground with a quick second stroke. This is the most damaging move in Nelo Angelo's arsenal; so close range is not somewhere to stay for long. The dark knight's move can be broken while Dante is in midair, with a swift counterstrike of the Alastor.



At long range, the foe charges up a blue energy ball and flings it at Dante. Avoid this by leaping away with the proper timing. However, Dante cannot remain at long range because his firearms won't inflict damage against Nelo Angelo. This is truly a sword-fight duel, requiring Dante to thrust and to parry without falling into the dark knight's attacks.



Stay at a distance until Nelo Angelo charges up a blue ball. Before he flings it, the foe is vulnerable to attack. Use the Stinger to fly at Nelo Angelo while he is attempting to charge up a burst, and score a direct hit. A Level 2 Stinger enables Dante to glide farther and cause much more damage, making it the preferred move.

Nelo Angelo I



After a successful strike, Nelo Angelo will block additional attacks with his massive sword. If Dante remains in front of the dark knight too long, the villain will swiftly perform the High Time attack mentioned earlier. As soon as Nelo Angelo is only blocking, leap into the air behind him and swing the sword on the trip down. Dante should cleave into the dark knight's back. It is possible to follow this up with another Stinger from behind, damaging the dark knight some more!



However, after such an attack, leap away and try to bait Nelo Angelo into launching blue energy balls again. The dark knight is vehement about retaliation. Other good times to strike the black knight are right after he teleports to another location in the vicinity. Also, leap into the air and strike from the front. The clashing of swords might stun Nelo Angelo for a moment, causing him to stagger backward several paces and remain disoriented. This is an excellent opportunity to slash the enemy several times.

In Devil Trigger mode, do not try to perform a special move. Instead, just switch the power on and wail away on the knight with a sword. Hold R1 and press Triangle frantically, and Devil Dante unleashes a furiously fast barrage of sword chops and slashes. Each time Nelo Angelo lifts his guard, Devil Dante will slash away about 10% of his life! Keep doing this as long as the Devil powers last, and then return to the strategy for Human Dante. You are just trying to survive until Devil Trigger is ready again.



At half health, Nelo Angelo flies up to the outer battlements and challenges Dante to follow. Pursue the dark knight with caution and be ready for him to attack the instant

Dante reaches his level. If Dante does not obey this challenge quickly, the enemy will begin launching energy balls

from above. These can be trickier to avoid so kick-jump up to the battlements immediately! At 25% health, the dark knight teleports up to the top level and Dante must follow again.



Immediately following the battle and the subsequent cutscene, the mission ends.



Mission 5

Guiding of the Soul

MISSION OBJECTIVES



Defeat the Shadow to unlock the Patio.



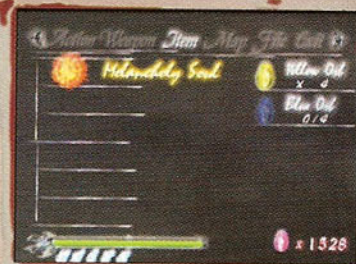
Drop to the bottom of the stairwell.



Place the Melancholy Soul in the blue lion's door before it loses power!

THREE MINUTES TO MOVE

Following Nelo Angelo's retreat, the Melancholy Soul shimmers brightly in Dante's inventory menu. The item's power will fade if not placed in the blue lion's door at the bottom of the stairwell in three minutes!



Completing the mission would be simple, if not for the fact that a Shadow seals the Patio doors! The dark monster must be defeated before Dante can leave. Do not leap up to the battlements until the creature is dead, because it may not follow you and precious time is wasted!



HIDDEN ITEMS ON PATIO

Wait until a later mission to return here and claim the items hidden around the Patio, when there is no timer. Near the drop point above the Patio doors, it is possible to kick-jump over to the high ledge above the Patio, where Dante will release

Bonus Red Orbs and find an **Untouchable 5-A**.

From this high ledge, jump up just slightly and trigger the Air Raid. Fly Dante over to the high stone tower, and switch off Devil Trigger so that he lands on the small ledge. Inside the roof, obtain a **Blue Orb Slice 5-B**.



5-A



5-B



RECHARGING THE SOUL

If time runs out, return to the Fountain and Hyper-Jump across the 2F balcony sections to the corridor where the golden sarcophagus lies. Recharge the Melancholy Soul at the prisoner's statue at the end of the corridor to reset the timer to a full 3 minutes. Yet, upon returning to the Fountain, another Shadow will seal the lion's door! Killing this creature is imperative before returning to the stairwell and unlocking the blue door at the bottom.



UNTOUCHABLES

Use the yellowish stars called Untouchables during battle to render Dante invincible for short periods. While active, the Untouchable shield protects the health meter from reduction by damage of any kind. The Devil Gauges will remain full, and Dante can stay in Devil Trigger mode until the Untouchable shield subsides! These items are great to use in later boss fights to gain the advantage on an enemy that is close to death.

SIN SCYTHES IN THE SHAFT

Return to the stairwell shaft. If time remains, use the Shotgun to blast away at the two Sin Scythes in the stairwell. Otherwise, place the Melancholy Soul into the blue lion's door at the bottom to end the mission. If you were able to get from the Patio to this door in less than two minutes, then you surely stand to achieve an "S" ranking.



Mission 6

Evil of the Waterways

MISSION OBJECTIVES



Find the Rusty Key and defeat the Beelzebub.



Unlock the door to the next waterway section.



Match wits against the Death Scissors.



Capture the Guiding Light.

SEWER INHABITANTS

From the blue lion's door, go to Dante's right and move to the dead end. Step into the crumbled doorway and a **Blue Orb Slice** will fall from above **6-A**. Continuing past the entrance, go into the next door you see on Dante's right.



6-A



Proceed across the large room to the drainpipe at the very back. The item glimmering in the pipe is the third **Rusty Key**. Upon taking the item, large insect monsters called Beelzebub invade the room. Use the Shotgun to blast the flying insects off the walls and ceiling. Ground-type Beelzebub may prove peskier, requiring Dante to stab them with a Stinger attack. If the maggots get on Dante, jump around a few times to knock them off. Proper aiming of firearms will not occur until the maggots are gone.



Exiting the large room, Dante encounters more Beelzebub in the sewage route. Enter the corridor directly across from the door to the drainpipe room. Dante collects three **Green Orbs** as he continues inward to an **Orb Lantern**. After destroying the device, proceed down the sewage corridor to the end, and unlock the furthest door with the Rusty Key.



ORB LANTERNS

Strike these soul-powered lamps with the Devil Arms, and then you can keep striking the lantern for approximately 30 seconds before it shatters. Striking the Orb Lantern releases a Red Orb each hit. With good timing, you should be able to beat 75 orbs out of a lamp before it breaks. Another way to get many orbs from one of these is to ignite Devil Trigger, so that Dante's slashing speed is vastly increased. This strategy may allow you to get 100 or 125 orbs from a lantern!

DEATH'S DOMAIN

Move through this orange-lit corridor to its end. In the side corridor are three **Green Orbs** (they won't be there when the next mission starts). Upon reaching the blue lights at the end of the Waterways, a Death Scissors monster traps Dante in a small area. Beyond the domain of the Death Scissors is the **Guiding Light**. Collecting this holy item completes this mission.



DEATH SCISSORS

Fighting this creature is also like taking on a minor boss. Use the Air Raid attack to knock some life out of it. The Shotgun is helpful, but the best attack is to leap high and slash the creature with the Alastor. Kick-jump off the walls and force beams that entrap Dante, and he can jump off the enemy's own skull! When the Death Scissors begins to spiral through the walls and floors with an attack similar to Dante's Vortex, focus on jumping out of the way and do not try to attack.



Mission 7

Holding the Key of Ardor

MISSION OBJECTIVES



Avoid the Phantom's second revenge attempt.



Kill the Sin Scythes to unseal the exit.



Elevate Dante to the top of the stairwell.



Use the Guiding Light to open the secret door in the Bedroom.

BURNED BY THE SUN

While Dante retains possession of the Guiding Light, his life slowly drains. Quickly return to the Master Bedroom on 3F.

On the way back down the sewage main, divert into the side-corridor to find four **Green Orbs**. Once Dante moves past this side-corridor, the Phantom drops into the sewers and chases the devil hunter again. Two more **Green Orbs** wait by the first door. Immediately return for any orbs you miss, as the cowardly Phantom will quickly disappear.



Dante must kill three Sin Scythe enemies in the greenish-lit stretch of corridor back to the lion's door. When the creatures send their scythes spinning after Dante, cease attacking and dodge until the weapons return to the monsters. Eliminating these Sin Scythes unseals the exit back to the stairwell.

Secret Mission 5

Wait to try this secret mission until after completing Mission 7, since the Guiding Light constantly reduces Dante's life. For this hidden assignment, return to the large sewer drainpipe room where Dante first encountered Beelzebub. You must get two Klyklops spiders to somehow kill each other.

ANOTHER QUICK MISSION ENDS

Ride the platform elevator back to the top of the stairwell, and enter the Master Bedroom. Use the Guiding Light to open the panel engraved with the sun, and enter the revealed secret door to complete the mission.



The Legendary Knight Returns

BETWEEN MISSIONS 7 AND 8

Stepping through the sun door, take note that Mission 8 has not yet begun. The next mission begins once Dante Hyper-Jumps across the top of the Main Hall and enters the green door on the other side. Until then, explore previous areas of the castle at will! This provides some much-needed time to hunt out extra enemies and collect enough Red Orbs to acquire all of the Alastor's skills.

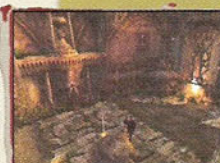
Purchase a Blue Orb and a Purple Orb as well to improve Dante's powers. If you didn't have enough time to collect the hidden items in the Patio earlier, then do so now. This is also the best opportunity to take on Secret Mission 5, because Dante was previously being slowly drained by the Guiding Light.



Cross the roof toward the open gate.



Finish Dante's rivalry with the Phantom.



Reclaim Neptune's Trident.



Lower the drawbridge of the castle.



Return the Trident to the sea god.



Get under the portcullis before it closes!

THE VIGIL ROOM

Remember that there is a shop statue in this candlelit room, and it is possible to return here after the next boss fight. Leap up to the top ledge and collect the large **Red Orbs** on either side and exit through Mundus's mouth.

Cross the area toward the open gates on the roof. Suddenly, the portal slams shut. The Phantom finally emerges and stands ready to resume battle!



MISSION OBJECTIVES

Phantom II

SUGGESTED LEVELS

Life Meter	100% (x3)
Devil Gauges	
Preferred Weapons	Alastor, Handguns
Special Moves	Air Raid



Following the previous battle with the arachnid, a complete set of combat tips becomes available in the Enemy portion of the File Menu. Take a moment to read over these clues, if only just to remember what you went through last time.

The volcanic spider fights the battle much the same as last time, only there are no columns on the roof to hide behind. This allows the Phantom a much greater chance of nailing Dante with one of its fireballs. However, it also allows Dante greater freedom to jump or roll in any direction to dodge an attack.

The Phantom uses a new powerful attack during this round. The creature fires a volley of fireballs into the air, which hone in on Dante's position and crash to the ground a moment later. Nevertheless, you can dodge this attack in much the same fashion as dodging the magma columns. The important thing is to stop attacking and start dodging when this attack begins. Luckily, having more Devil Gauges allows better use of the Air Raid attack.



Try this trick: If Round Trip is available, fling the Alastor into the Phantom's face while Dante leaps onto the creature and fires a hail of bullets right into its back.



ROOF ACCESS

Following the pitiful demise of the Phantom, collect the enormous **Red Orbs** it drops and move through the reopened gate. Drop to the lower roof area and grab the **Trident** speared into the center of the square. Some hidden orbs lie around this area, so collect them before jumping down the hole between the horse statues.

While facing the horse statues, move over to the right alcove and jump onto the giant urn for **Bonus Red Orbs** 8-A. Now move to the horse to the left of the hole in the roof, and kick-jump onto its head for more **Bonus Red Orbs** 8-B. From the horse's head, kick-jump to the top ledge for a **Blue Orb Slice**.



8-A



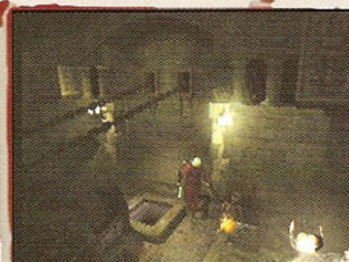
8-B

CASTLE DRAWBRIDGE

Drop through the hole in the 4F roof section. Find the lever for the drawbridge mechanism and smash it. The machine lowers the drawbridge in front of the castle, and Dante may now explore the rest of Mallet Island. However, you must open the Portcullis on 1F first.

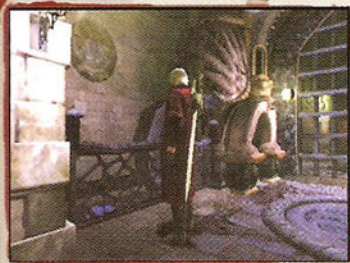


Activating the mechanism also opens a trapdoor on the other side of the room. Next to the trapdoor lies a skeleton clutching a **Grenadegun**. Pry this heavy artillery weapon loose from the fingers of the dead.



THE PORTCULLIS

Climbing down through the trap door, Dante finds himself in Neptune's room again. Use the Trident to activate the water-pressure device that raises the portcullis. However, the gate slowly drops back into place, so Dante must get down to 1F in a hurry! Ignore the enemies in the 2F and 1F Armories, and get back to the Portcullis room before the gate drops entirely. Listen



for the gate banging loudly as it slowly closes. If there are more than four clanks, it is probably too late. Once safely under the iron-grating, jump into the pool to the right of the double doors to find a **Blue Orb Slice**. Exit the front door of the castle to complete this mission.

Mission 9

New Strength

MISSION OBJECTIVES



Cross the drawbridge to the Garden area.



Fight new enemies and search for hidden items in the Commons.



Activate the floating platforms in the Fortress, and leap across the platforms to claim the Ifrits.



Face the solemn challenge of the Griffon.



Ignite the brazier with the Ifrits and exit the Commons.

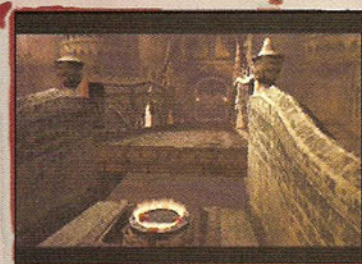


Expend orbs to unseal the entrance of the Unknown.

THE MALLET ISLAND GRAND TOUR

Run across the drawbridge and leap over the stone on the other side. After the drawbridge rises, Dante cannot reenter the castle until finding the proper key for the drawbridge stone. The entire time Dante is outside the castle the main objective is to find this key, called the **Wheel of Destiny**. Completing the puzzles around the island initiates a ritual to open a gateway for Dante to enter the Underworld.

In the courtyard below the drawbridge, there are many interesting things to read, a shop statue, and several hidden items to find. Jump onto each of the three flat-topped pillars for **Bonus Red Orbs 9-A**. The easiest way to accomplish this is to position Dante directly at the bottom of the pillar, jump up, bounce on the pillar and simultaneously tap the direction stick to make him climb atop the pillar. Search behind the pointed monolith for a **Devil Star**, which is sure to come in handy in future boss fights.

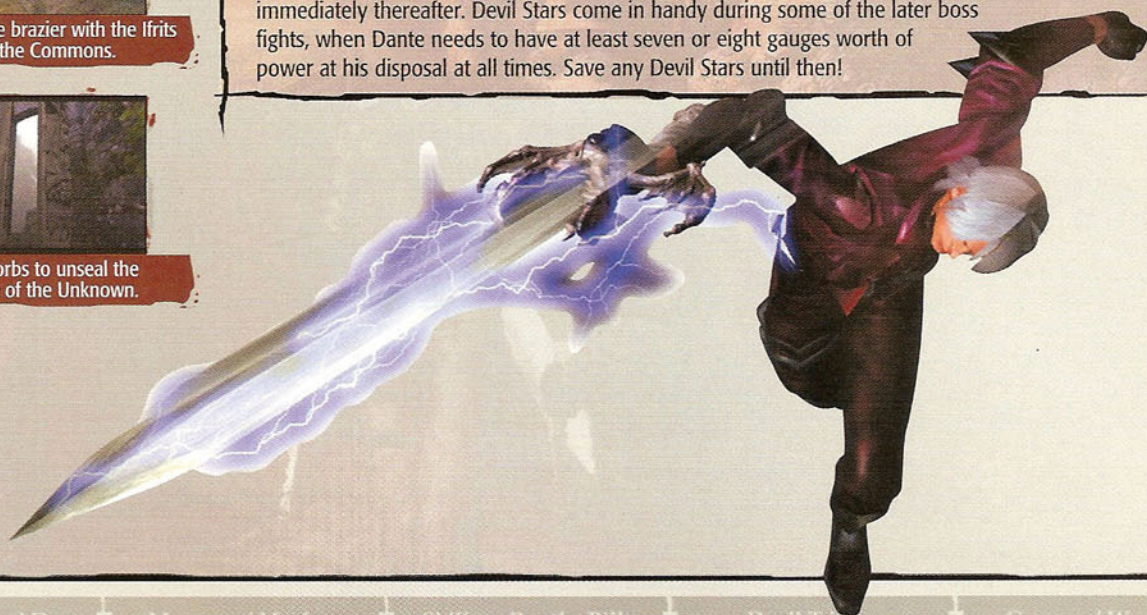


9-A



DEVIL STARS

These purplish stars recharge five of Dante's Devil Gauges, thus enabling him to trigger Devil mode immediately thereafter. Devil Stars come in handy during some of the later boss fights, when Dante needs to have at least seven or eight gauges worth of power at his disposal at all times. Save any Devil Stars until then!



GUARDIANS OF THE COMMONS

Descend the spiral stairs to the Commons, a large area at the center of Mallet Island. The next few missions revolve around this place and other areas of the Garden, before Dante returns to the castle.

New enemies emerge in the courtyard, fierce warriors known as Blades. Jump often and try to attack from the air as much as possible. Once the Blades dissolve into the ground, it is time to search this large area for a few items. Additionally, you should read up on Blade enemies, whose page should now be open in the Enemy section of the File Menu.



Suspended above the entrance is a Green Orb to help you heal up after the first round with the Blades. Head to the right from the entrance around the corner to a small area where a lonely tombstone stands. Bash the tombstone repeatedly to get a Blue Orb Slice.



To the far left of the entrance sits a **Yellow Orb**. Near it is the entrance to a circular corridor outside the Coliseum. Large glowing shields lock the doors on each end, and an ornate barrier prevents entrance to the Coliseum for now. Collect five **Red Orbs** by running and jumping in this area. Exit the round corridor and cross past the locked door with inscriptions about "new strengths." Head past the dark exit to a small round building in the corner. Jump on top of the building to find a **Holy Water**. **9-B**



9-B

After collecting the items in the Commons, follow the blue ground lamps into the opening of the Fortress area.



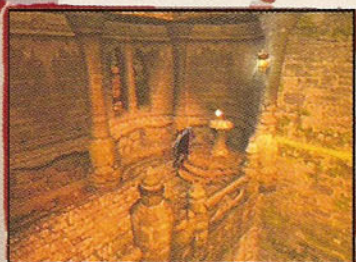
HOLY WATER

These pretty globes of light blue water are lethal to the devilish enemies of Mallet Island. When used from the inventory menu, Holy Water severely damages enemies in a medium radius around Dante. Use Holy Water against numerous regular enemies in narrow corridors, where the effect of the item is greater.

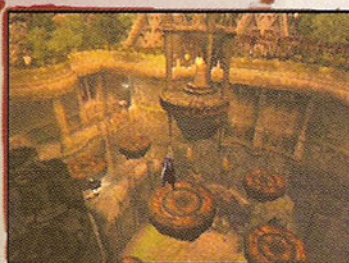
LEGACY OF THE FORTRESS

Men fought valiantly in this ancient fortress standing on the south coast of the island protected by Mallet Island. Those brave knights have left behind an ancient legacy of power for the righteous to claim.

Leap up to either end of the Fortress to claim the items on either side. A **Yellow Orb** sits on one pedestal, and a **Devil Star** on the other. Collect them and move into the central part of the fortress, where two **Red Orbs** rest in front of a blue eye dial.



Strike the dial until it lights up to disperse a series of floating platforms. Hop across the moving platforms with single jumps to reach the top platform. At the top, Dante stands before the mighty **Ifrit** gauntlets, the martial arts weapons of fire.



Claim the gloves and drop to the ground below, where a troupe of Marionettes wants to become acquainted with the new weapons. Each punch and kick happens upon release of the Circle button. The longer the Circle button is held, the more powerful Dante's attacks are! Equip the Handguns and return to the Commons.



98

Griffon I GRIFFON I

SUGGESTED LEVELS

Life Meter	105%	(x3)
Devil Gauges	100%	
Preferred Weapons	Handguns (using Ifrit Gauntlets' powers)	
Special Moves	None	



Another demonic servant of Mundus challenges Dante. The Griffon is a strong foe, but this bird-devil should not present a formidable challenge after conquering the Phantom and Nelo Angelo.

Griffon I

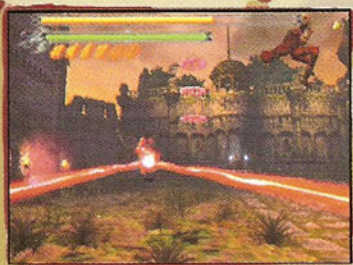
Run further into the Commons until the camera switches to a more opportune angle. Initiate Dante's Devil Trigger and let the Griffon have a barrage of supernatural bullets. Keep plugging away until the gauges are empty. Then keep firing with the Handguns until Dante's magic is back up to full, and punish the Griffon some more. This is really the only attack you need to conquer this enemy.



Meanwhile, the Griffon will launch any number of attacks that Dante must dodge. It flies over the area and releases a host of red energy bombs. Avoid this attack by shooting the Griffon directly in the face, which stops it from starting the attack. If the Griffon does manage to complete a bombing run, break off any attack and jump out of the way. The Griffon also runs across the yard and tries to peck at Dante. This attack is a little harder to avoid, especially if you are close to the edge of the area. The Air Hike helps Dante rise above this attack, but it is also possible to kick-jump off the Griffon's head to achieve the same effect. Rolling to either side and then jumping away seems to work even better, so now there are plenty of escape tactics.



The Griffon's most frustrating attack is the beam bomb, in which the beast drops a red energy ball on the ground. Two streaks of lighting shoot out of either side and converge on Dante's position. The best thing about this attack is that it is also height-related. If Dante is in the air when this attack occurs, then he can walk under the beams untouched. The Griffon performs several of these attacks in a row, so it is better to focus on dodging these attacks instead of counterattacking. The Griffon is also capable of firing horizontal energy lines and other similar attacks. The force of the winds generated by its wings can knock Dante off his feet.



When defeated, a red fire—which you should avoid—consumes the Griffon. It then streaks off into the south sky. The flying devil leaves behind a bevy of Red Orbs for Dante to collect.



WELL, THAT WAS INTERESTING...

Following Dante's first confrontation with the Griffon, the blue ground lights direct the devil hunter to the double doors standing at the right of the Fortress entrance. Use the Ifrits to ignite the dark brazier to open the passage.



FOREST FETISHES

Equip the Alastor and the Shotgun again. Cross the foggy forest area and try to enter the small building. The door magically seals, as a new enemy called a Fetish leads a band of Marionettes on a hunt for Dante. Fetishes are prime candidates for the complete High Time maneuver, which knocks them into the air and then bats them far away. If

Dante's sword bounces off the shield of a Fetish, there is only a split second to jump away before it singes him with flames. Many more Fetishes and Marionettes drop into the area while battling the first batch, so just enjoy the chaos. When the last enemy is defeated, the door of the little round building is unsealed.



Hidden items line this small forest area, but they are high up. First, jump onto the tree stump near the west side of the area and a host of **Bonus Red Orbs** drop from the sky **9-C**. On top of the small round building is a **Green Orb**.

Now, *read carefully*: To the left of the entrance is a high ledge, where two **Red Orbs** and a **Holy Water** sit **9-D**. Describing the way to reach it is complex. From the top of the small round building, engage Devil Trigger and then kick-jump off the wall above. In midair, hit R1 so that Dante spreads his wings as if to start the Air Raid attack. Glide back toward the entrance and position him over the platform. Negate the Devil Trigger to drop Dante to the hidden items.



ENTRANCE TO THE WEST TRAIL



Inside the round building, run past the shop statue and collect the **Red Orb**. Through the doorway, Dante stands at the top of a long set of stairs. Jump over the wall to the left, and beat the **Orb Lantern** to obtain more Red Orbs. Move down along the same ledge, smash the tombstone and claim the **Devil Star**.

Hopping down from the ledge, Dante will have a tough time dispatching a host of Fetishes and a few Marionettes. This is where a Holy Water really comes in handy! Jump up to the ledge where a Fetish stands, and eliminate it to prevent any surprise attacks from high above. In addition, there is a **Yellow Orb** on this small ledge.



When the area is cleared out, smash the barrels by the exit for a much-needed **Green Orb**. Dante must fork over 200 Red Orbs to open the gateway to the Mist Canyon.



Canyon of Mist

WARPING AROUND THE CANYON

The rules about this labyrinthine canyon are simple: Dante must follow the white orb closely, and it leads him through. Don't stay too long to fight enemies or claim Red Orbs, or the white orb will get away. If the white orb gets away, any gate entered returns you back to the entrance of the Mist Canyon.

Perform a kick-jump up the wall near the right side of the entrance gate to make some **Bonus Red Orbs** fall from the sky **10-A**! Then continue inward and clear all the enemies out of the area. If an enemy is knocked past a gate, do not follow it or the level starts over. When all the enemies are dead, read the tombstone and the white orb will start to float toward one of the gates. Follow it quickly and ignore any more enemies that teleport into the area.



10-A



The white light seems to lead Dante back into the same area, but it is not so. In this new canyon, Sin Scythes steal the white orb! Defeat the first batch to free the orb. Once the white light is free, do not waste time fighting enemies or waiting to collect Red Orbs from fallen foes. Stay on the trail of the white orb, because it is the only ticket through this.



Eliminate the enemies around the large tombstone.



Read the tombstone and follow the white orb to the exit.



Punish the monsters that steal the white orb.



Follow the white orb to the Greenhouse.



Kill the Kyklops to enter the Greenhouse.

ENTERING THE GREENHOUSE

After fighting a few Blade enemies in the last area, follow the orb out of the Mist Canyon. Two giant earth spiders, called Kyklops, attack Dante. Kill both to unseal the Greenhouse doors. The tactics for fighting the Kyklops are much the same as fighting the Phantom, except that their bodies aren't as protective and they can be struck from almost any side. Use the Air Raid attack if they provide serious problems.

When the monsters are dead, the wall covering the Greenhouse entrance drops. Entering the area completes the mission, so collect the **Green Orbs** on either side of the area first if you need them. Also, to the far left of the Greenhouse doors is a Holy Water. **10-B**



10-B



Mission 11

Fate

MISSION OBJECTIVES



Defeat a Death Scythe to reveal the moving platform.



Jump to the hidden items in the area.



Survive the Blades' attack in the Well.



Grab the Sign of Chastity from the glassed-in area and use it to free the Chalice.



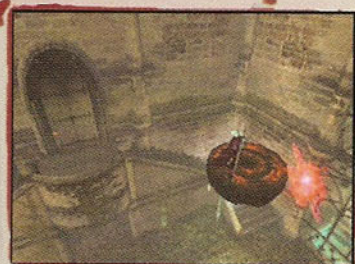
Fight Nelo Angelo for the right to hold the Chalice.



Return the Chalice to the knight and reveal the exit.

GUARDIAN OF THE GREENHOUSE

A Death Scythe immediately threatens to smite Dante. Use the Air Raid attack to help eliminate this foe, and leap from the high ledges to slash at it with the Alastor. After dismantling the Death Scythe, a platform appears near the upper exit. Jump on the platform and ride it around to two **Red Orbs** floating high near the center tree.



There are numerous other **Red Orbs** to collect by jumping up to the higher platforms above the entrance. Additionally, on the platform floating high above the circular Well, there is a **Devil Star** to claim. Jump on the glassed-in area to the left of the entrance for a **Red Orb** as well. **11-A**



11-A

On the opposite side of the room is another glassed-in area, on top of which is a **Green Orb** **11-B**. A small section of the glass has been shattered, and Dante can drop into the area and collect the **Blue Orb Slice**.



11-B



Secret Mission 11

Exit the Greenhouse, heading back toward the Canyon of Mist. Dante must jump on Sin Scissors enemies to reach the **Blue Orb Slice** suspended in the sky. Completing this mission places a star in the eleventh slot in the final ranking screen, and thus it is named "11."

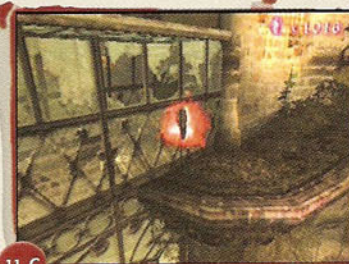
DEATH IN THE HOLE

Read the inscription on the large stone in front of the circular Well, and then drop into the hole. Upon doing so, one or more Blades attack. A shop statue sits at the back of the area, and a wall full of cracks is nearby. Smash the wall and defeat the Blades hiding in the side chamber. When the coast is clear, return to the circular area and a **Blue Orb Slice** drops from the ceiling as the reward for surviving this death trap. Grab the extra **Red Orb** and jump up through the square hole.



THE TRICKY PART

To return to the main area of the Greenhouse, Dante must cross back through the underground well. All of the Blades are back, and they all attack Dante at the same time! Keep enough energy to Devil Trigger at least once down here.



11-C

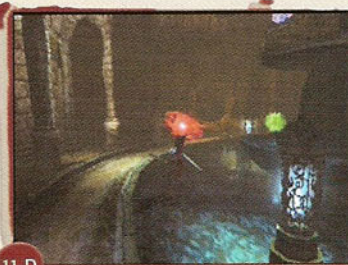
Inside the glassed-in area, the **Sign of Chastity** sits on a pedestal. This is the item needed to get past the Greenhouse. Jump to the platform above the pedestal to find some **Bonus Red Orbs**. 11-C

SHRINE OF THE VALOROUS

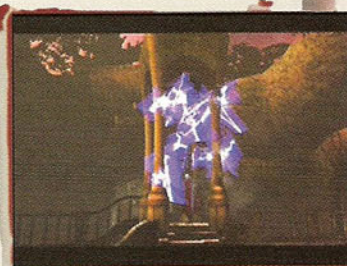
Return to the Greenhouse and enter the top of the two doors in the north wall. Hyper-jump to the middle platform, where Dante digests a **Green Orb**. Drop from either side of this square platform. Move to the lower portion of this area. Two fountain shelves hold a **Green Orb** and a **Red Orb** 11-D. Notice that a large doorway on the lower level is sealed.

Grabbing the orbs in the area before taking the Chalice is important, because these items do not stick around after the next event. Return to the glowing panel under the square platform, and exchange the **Sign of Chastity** for the **Chalice**.

After taking the Chalice, a powerful opponent enters the area. Dante turns to see that the black knight has pursued him to this desolate region, and aims to bury him here!



11-D



Nelo Angelo II

SUGGESTED LEVELS

Life Meter		(x4)
Devil Gauges		
Preferred Weapons	Alastor	
Special Moves	Stinger Lv2	

Following the previous encounter with the dark knight, a dossier full of clues should be open for reading in the Enemy section of the File Menu. Take a moment to review them.

With more gauges available, Dante can remain in Devil Trigger mode for longer and thereby can inflict more damage with his flurry of sword chops. If the black knight gets away, use the Stinger to catch up. Because of the close quarters here, you may have to use a Devil Star just to afford enough opportunities to Devil Trigger.

Nelo Angelo may jump up to the platforms on either side of the area. From there, he attempts to bomb Dante from above with blue energy balls. Leaping up to the evil one's level immediately is required, and this is probably where the battle ends, unless Nelo Angelo teleports back down.



ONE-WAY TRIP

With the entrances and exits sealed off, Dante must somehow get to the small room at the far side of the top level. Either kick-jump up to the ledge on either side of the area, or Air Hike up to the central square platform and Hyper-Jump over to the small chamber from there. Place the Chalice beneath the knight's bust to open the brick wall in front of the exit.



Ghost Ship

FIRST-PERSON SWIM LESSONS

Take a moment at the start of the mission to soak in the control scheme for underwater movement and fighting. With the Needlegun in the inventory, there is no need to equip it. Dante fires it automatically whenever he's underwater. Listed below are the controls. To leap out of water, just swim to the surface. To enter an underwater portal or doorway, just swim toward it.

UNDERWATER CONTROL

Triangle	Swim
Digital pad	Face direction (inverted axis)
Left Stick	Face direction (normal)
Circle + Left Stick	Turn swiftly
Square or X	Search/Action
R1 + Square or X	Fire Needlegun

CAVERN OF THE LOST

Near the entrance is a shop statue, just in case killing the Marionettes and smashing the Orb Lantern on the way created a buying urge. At the edge of the underground river, examine the large pirate ship and jump into the waters alongside it. Two small Red Orbs lead Dante inside the ship through a small gash in the hull.



TREASURE HUNT

A Red Orb floats in the middle of the underwater cargo hold, but be beware of the Blade enemy swimming in the chamber. Another Red Orb sits on the dry portion of the upper cargo deck. Run up the stairs on the side.



Dive into the water and swim into the ghost ship.



Swim past the Blade and leap into the upper hold. Fight the Blades for the Needlegun.



Collect tons of Red Orbs on the masts.



Defeat the Death Scythe to protect the ship.



Check the Captain's door to set the boat in motion.



Fight the Griffon and its companion.



Enter the Captain's Quarters.

Below-decks, two Blades respawn during every visit to this large room. After eliminating them, move further into the room and collect the shining **Needlegun** near the stairs. Search the treasure chest behind the Needlegun for a **Devil Star**.



Jump into the water beside the Needlegun's location, kill the Blade, and then shoot the barrels in the room to uncover more **Red Orbs**. Look for barrels that seem darker or smaller than others.



Return to the forward cargo hold and jump back into the water. Blast the Blade enemy, and shoot the surrounding barrels for additional **Red Orbs**. Then swim to the treasure just to the left of the entrance, and check it for an **Untouchable**.

DEVILS ON DECK

Run and jump to the forward portion of the ship, collecting a **Red Orb** from the bow of the lifeboat on the way. Jump up the forward mast, collecting the Red Orbs from each end of the sails. When you reach the top, move out to the right edge and a cloud of **Bonus Red Orbs** drop **12-A!** There are also **Bonus Red Orb** drop points at the right edge of the second level of the middle mast, and on the second level of the aft mast on the left side.



12-A

When finished collecting, return to the top of the forward mast. From the front of the crow's nest, perform a Stinger

and fly to the tip of the ship's bow. The gods show favor for the action by dropping a **Blue Orb Slice** from the sky.



To set things in motion, head to the Captain's door. It is the one blocked by the glowing blue swords at the aft deck. After reading the inscription, a Death Scythe emerges from the door! Little dark circles spread around the vicinity of this monster. They propel Dante high into the air when he steps on them. The Death Scythe attempts to attack Dante in midair, but you can counter this by swinging the Alastor. Otherwise, Devil Trigger and eliminate this monster with the Air Raid attack. After destroying the monster, return to the aft door and examine the crossed swords once more. With the ship cleared, the fires of St. Elmo will light, and the Ghost Ship sets sail.



FINAL VOYAGE

The pirate ship sails through the deep moat under the castle. However, the persistent Griffon notices Dante's voyage and another titanic battle ensues! A page on the Griffon is available in the Enemy section of the File Menu. Review this page and recall the Griffon's various attacks.

Griffon II

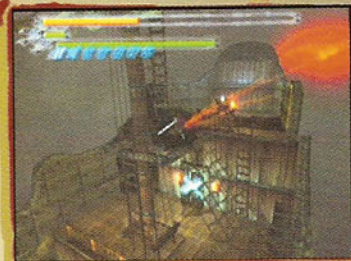
SUGGESTED LEVELS

Life Meter	110%	(x4)
Devil Gauges	████████████████████	
Preferred Weapons	Alastor, Handguns	
Special Moves	Air Raid	



The masts and cargo on deck provide challenging obstacles for Dante to leap over while attempting to fight. Don't run too far toward the forward mast, but do not stand at the rear either. The Griffon generally flies around the back portion of the ship, and it occasionally lands on the spacious lower portion of the deck. When it lands, position Dante high near the Captain's door or near the lifeboat. The devil hunter must dodge the Griffon's familiar energy bombs and red lightning waves.

As an added source of frustration, the Griffon unleashes a red wing of energy that attaches itself to Dante! This wing flies upward and downward like a yo-yo on a string tied to Dante. If the wing collides with Dante, he takes heavy damage and could be launched high into the air. Time your jumps so that Dante dodges out of its way, and keep blasting it until it dissipates. The movements of the wing are better viewed while standing on one of the masts. Use the Devil Trigger and blast the wing while it is turning high in the air to destroy it.



After successfully eliminating the wing, the Griffon falls to the deck in front of the Captain's door. If the Devil Gauges are empty, quickly use a Devil Star and pump the bird full of magic-enhanced bullets. Avoid its energy attacks by staying on the higher decks and dodging the lines of lightning. When the creature is finally defeated and consumed in red fire, get out of the way! Then digest all the Red Orbs left on deck and return to the unlocked Captain's door to end the mission.



Mission 13

Abyss

MISSION OBJECTIVES



Take the Staff of Hermes in the Captain's Quarters.



Swim into the below-decks through the vent hole.



Kill the Blades to unseal the exit to the cargo hold.



Fight for survival in the hold, and swim through the hole in the hull.

THE SMILING PIRATE

Inside the Captain's Quarters, there are many things of interest to Dante. Most notable are the skeletons, which seem to be grinning mischievously, and the shop statue in the corner. To the right of the corpse is the glimmering **Staff of Hermes**, which resembles an insignia from inside the castle.



Upon taking the Staff, the boat rocks with turbulence. It is as if Dante has removed a cork that was plugging some supernatural hole, and the entire ship sinks!

SWIM FOR SURVIVAL

The cabin door will not open because of the pressure of the water. Swim through the vent hole to the right of the door. In the below-decks area, eliminate the two Blades to unseal the exit. Luckily, there is plenty of room to swim and fight below-decks, so this should not be too difficult.



In the aft cargo hold, swim forward to the **Blue Orb Slice**. However, there are three Blades here too! Quickly turn (using the Circle button) and deflect their claw attacks with the Needlegun. If a blade closes in, press the Triangle button to get away.

The forward cargo hold is now the home of two Blades, and a tiny **Red Orb** stands on the flooded upper portion of the hold. Attack the furthest of the Blades from the starting position, and then swim toward it for Red Orbs when it is defeated. Quickly turn from here and fight the other Blade, then swim through the hole in the hull.

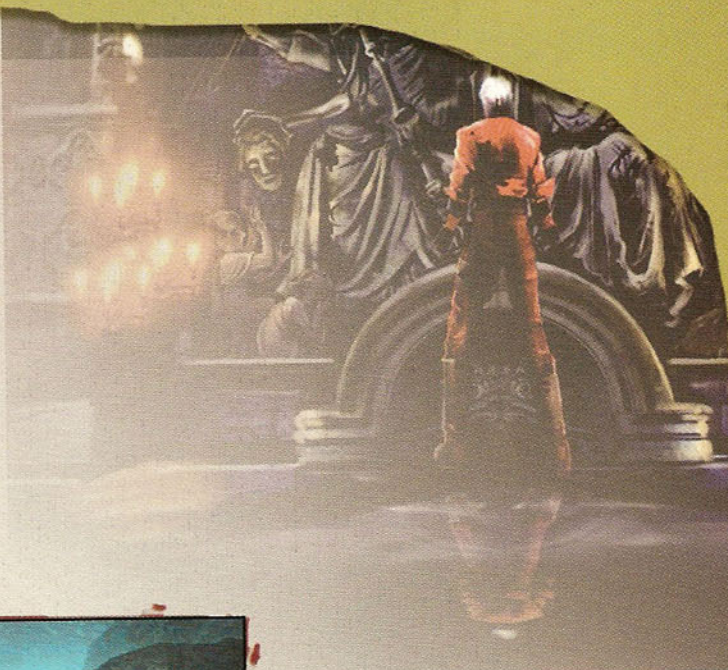


By swimming directly from the Captain's Quarters to here, killing all the Blades in the path and completing the mission in three minutes or less, you should easily score an "S" ranking.



BETWEEN MISSIONS 13 AND 14

Before leaping out of the water, you can undertake a Secret Mission by swimming back to the Captain's Quarters. This mission can only occur in this short time before Mission 14. More details are given below. There is a single **Red Orb** to collect near the surface of the water. Leap out and survey the wreckage. Move to the right, where the mast has fallen into a small pond. Dive into the pond and swim around to find a **Blue Orb Slice**.



Exiting the cavern into the stone corridor, Dante encounters several Marionettes that spring to life upon his approach. After dancing and playing with them, search the open treasure chest in the alcove at the bottom of the stairs for a **Holy Water**. Entering the door at the top of the stairs initiates Mission 14.



Secret Mission 12

Before Mission 14, swim back to the Captain's Quarters inside the wrecked ghost ship and search the Captain's skeleton to initiate a secret mission. In a small underwater area, kill the eight Blades! The only way out of this chamber is to win or die. By surviving this battle, a star appears in the 12th secret mission slot in the final ranking screen.



Mission 14

Deep Darkness & Towering Mountains

MISSION OBJECTIVES



Collect the Emblem Shield from the skeleton, and lower its arm to open the exit.



Navigate the spikes and return to the central elevator.



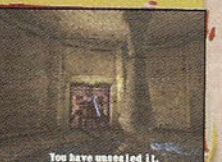
Collect hidden items high in the cliffs.



Cross the bridge above the cliffs to the Orb Lantern and Blue Orb Slice.



Fight Marionettes and Fetishes outside the Garden gate.



Exit through the round building to end the mission.

SHARP DEATH CIRCLE

Proceed down the steps and through the rounded chamber. Inside the center area, notice the wall fresco with the inscription about death. Continuing around the center, Dante passes the lift up to the surface, but it is sealed for now. Keep moving into the large outer circle around the area.



While moving around the long circle, it is difficult to ignore the holes in the floor. Reaching the end, Dante finds a skeleton on a wall of spikes. The skeleton holds the **Emblem Shield**, and the right arm bone is a lever that opens the gate of the central elevator. However, the arm also activates an engine that causes the floor to rotate toward the spike wall, and long sharp spikes begin shooting up from the floor!



Navigate back to the center area by moving against the direction of the floor. Sometimes there is enough room to run around areas where spikes shoot upward, but sometimes not. If Dante must leap over spikes, do so immediately after they shoot up from the ground. Hitting the spikes or the spike wall can reduce Dante's health by nearly 20% each time.



After reaching the end, return to the elevator platform and hop onboard to ride up to the surface.

HIGH AMONGST THE CLIFFS

A shop statue stands beside the elevator's top, and for good reason. After collecting enough orbs, purchase the Air Hike ability. This skill is essential to reach the hidden items high up in the cliffs.

Air Hike from the top of the elevator steps to the cliff that almost hides off to the right. At the back of this ledge sits a **Blue Orb Slice**. From the position in screenshot 14-A, jump forward and Air Hike in midair to land on top of the elevator, where there's a **Red Orb**. Now you must complete a tough Air Hike to the lowest cliff near the waterfall. Leap from there up to the third cliff for another **Red Orb**. Continue leaping up the cliffs to the top, where a **Yellow Orb** rests on the edge. Finally, jump into the falls and drop into the water below, and search the base of the waterfall for a **Holy Water**.

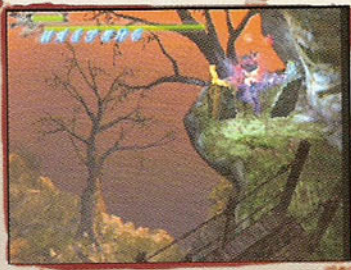
14-A



COMING DOWN THE MOUNTAIN

Proceed south along the East Trail to the lower mountain cliffs, where Dante must fight a randomly placed enemy. You'll either fight two Blades and a Giant Blade, or a Death Scythe or two Shadows. To avoid fighting with the enemies, return to the waterfalls in the hopes that an easier foe appears.

At the midpoint of the downward slope is a cave beneath the trail. Inside this cave, jump up to a ledge for a **Green Orb**, and exit through the other opening to the highest cliff in the area. Cross the rope bridge to the other side, and bash the **Orb Lantern** for all its worth. From the high ledge, move to the right and jump down to the **Blue Orb Slice** on the lower platform. Dropping from this platform puts Dante very close to the exit at the bottom of the slope. Spend 200 Red Orbs to unseal the gate.



GARDEN GATE

Leaving the cliffs area, Dante finds a corridor that is the mirror image of the area on the opposite side of the Commons. Fighting the Marionettes and Fetishes in this tight area can be quite difficult, so do not hesitate to use a Holy Water. If you are out of stock, just keep blasting enemies into submission with the Shotgun, and be extra careful around the fiery Fetishes. With the area clear, smash the fallen trees for **Red Orbs** and **Green Orbs**.

There's a **Devil Star** on the small platform across from the bottom of the stairs. Run to the top of the stairs, and quickly leap over the wall to the right, where a bunch of **Bonus Red Orbs** fall from the sky. Spend another 100 Red Orbs to unseal the exit, and reclaim any losses by collecting the five **Red Orbs** inside the rounded room. Entering the door in the rounded room completes the mission.



Mission 15

Wheel of Destiny

MISSION OBJECTIVES



There's an emblem of a shield on the door that's glowing.

Use the Emblem Shield to unlock either sealed door.



Collect the Luminite to brighten the area, and smash walls to reveal treasure-filled secret chambers.



Navigate each half of the rotating spike trap to obtain the Pair of Lances and the Nightmare Beta.



Place the Lances to open the Coliseum doors, and then find hidden orbs high up in the Coliseum.



These are definitely the powers of Sparda.

Sacrifice the Griffon to open the underground chamber.



There's something written.

Ride the elevator down and collect the Wheel of Destiny.

ENDLESS DUELING IN THE COMMONS

Exiting the small round building returns Dante to the Commons area outside the Coliseum. A quick look at the in-game map indicates that the mission's goal lies at the center of the large arena. However, two Kyklops outside the Coliseum seek to prevent entrance. Use the Air Raid when the enemies are close together to end the battle quickly.



Secret Mission 10

Immediately at the start of Mission 15, reenter the round building and return to the rotating spike trap under the mountain. Examine the skull fresco in the center area to unlock this hidden mission. Survive three Shadows in this tiny area to achieve the tenth star in the ranking screen!

THE SHIELDED DOORS

Use the Emblem Shield to unlock both the doors on either side of the Coliseum. It doesn't matter which door you unseal first. In the first area you explore, no matter which area is first, you'll find the Pair of Lances. The Nightmare-Beta weapon is in the second area explored. In addition, the Luminite exists in either area. This guide first explores the area behind the blue-shielded door, and then the corridor behind the red-shield.

LEVEL UP!

This is an excellent point in the game in which to have acquired all of the Alastor's skills. It is necessary to start learning skills with the Ifrit gauntlets to be ready for the challenges to come. Running quickly through the game, without hunting, Dante has not faced enough enemies to be at this recommended level. If you're behind, now is the time to catch up. Return to previous areas with tough enemies and collect as many Red Orbs as possible.

BEHIND THE BLUE SHIELD

Use the Emblem Shield to remove the glowing blue seal from the door outside the Coliseum. Inside, search the glowing stack of rocks behind the top of the stairs for the **Luminite**. Take this glowing item before descending, or there will be nothing visible below! High above the stack of Luminite rocks is a ledge. Land on the ledge for **Bonus Red Orbs**.



At the bottom of the stairs are several Fetish enemies. One stands isolated by the shop statue in the narrow area, so it's better to eliminate this one first. In the circular area, use the Shotgun to blast the two monsters closer together, and then attack them both simultaneously with the Alastor.

Across from the double doors is a wall with a large crack in it. Smash the wall and the three barrels beyond to enter the secret room. Destroy the barrels and armors here to better view the **Green** and **Red Orbs** scattered around the room, as well as the **Holy Water** and the **Blue Orb Slice**. Then return to the double doors.



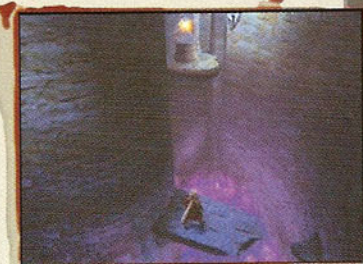
Descending the stairs, Dante hears the familiar scream of the Sin Scythes. The floor is rotating toward a wall of spikes. In narrow parts of the circular chamber, spikes will shoot outward from the walls. Do not try to fight the enemies in this dangerous room! Instead, use a Holy Water.



As the spikes slowly retract back into the walls, run or jump past them. Midway through, enter the small doorway on the left and collect the three **Red Orbs** in this small side-chamber. Then step on the glowing circle to restore Dante's magic energy to full!



Reaching the end of the rounded spike-trap corridor, move into the central area. Carefully leap across a chasm filled with toxic sludge to reach the important item on the other side. There are two smaller platforms below the ledge. Move to the left part of the edge and drop to the platform below. It is much easier to reach the middle ledge from here than from the edge above. From the middle, Air Hike to the end platform and obtain the important item. If you've come to this chamber first, it will be the **Pair of Lances** required to open the Coliseum doors. Otherwise, the item is the **Nightmare-Beta**.



NIGHT FALLS ON MALLET ISLAND

As Dante exits one side-corridor of the Coliseum, notice that night has come and Sin Scythes now reign over the Commons area. According to the books in the castle, darkness submerges the entire island in madness, and some parts of the castle will have magically changed. Nevertheless, attend to matters in the Coliseum for the time being.

BEHIND THE RED SHIELD

Use the Emblem Shield to remove the red-glowing seal from the doors outside the Coliseum. If this is the first area you have entered, Dante needs to obtain a **Luminite** rock from the pile at the top of the stairs. A Fetish makes this difficult, however. Also, there is a ledge high above the stack of rocks where **Bonus Red Orbs** will fall.

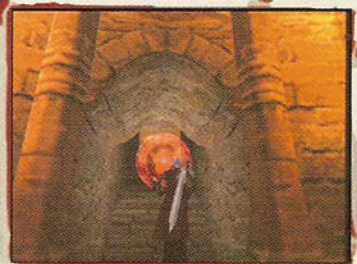


Descend the stairs and engage the two Fetishes in the circular area. After collecting enough orbs to purchase something, find the shop statue crammed into the narrow space under the stairs. Across from the double doors at the bottom of the stairs is a wall with a crack in it. Smash the wall to reveal a **Green Orb** and a secret room. Smash all of the barrels and items in this circular area to release **Red Orbs**!

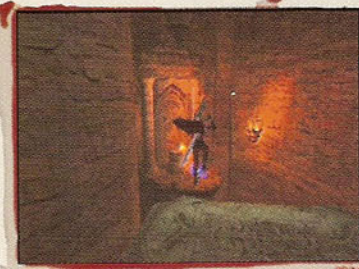


Through the double doors, descend the steps to find another rotating floor. Run against the moving floor and leap past the spikes that shoot across the narrow areas. Strike the first red dial until a small platform drops inside the inner area. Proceed to the next red dial and strike it also to drop another platform.

Across from the second red dial is a small room containing three **Red Orbs**. Stepping on the glowing circle recharges Dante's Devil Gauges completely. Keep this in mind after your next encounter.

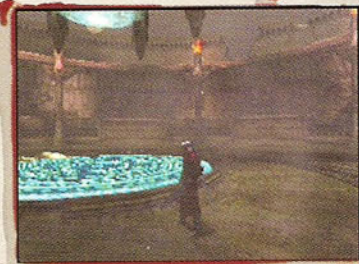


Proceed against the direction of the floor to the end, and enter the inner chamber of the area. First, drop below the lowered platforms and defeat the two Blades. Then kick-jump under the platform where the item is held until Dante touches the bottom. This causes a **Blue Orb Slice** to drop onto the platform. If you collect the item first, then you can't make the slice appear! Perform single-leaps across the platforms to the altar at the end. Collect the important item from the altar, whether it is the **Pair of Lances** or the **Nightmare-Beta** weapon. When Dante takes the item, the platforms return to their original position. Return to the recharge circle in the small side room on the way out.



COLISEUM OF ATROCITY

Move to the door with the ironwork gate, and place the **Pair of Lances** in the twin's hands to open the entrance. The camera angle will not be very wide when you get inside, so hold the R1 button and slowly proceed inward. The camera will gradually rotate to behind Dante, enabling you to scope out this area better.



AVOID THE CENTER CIRCLE, FOR NOW

There is a large glowing circle in the center of Coliseum, where the in-game map indicates that your mission objective lies. **DO NOT STEP ON THE GLOWING CIRCLE YET.** Doing so initiates the next boss fight. If the boss fight starts before you obtain the hidden orbs high up in the Coliseum, the opportunity to gather them is lost. Collect the orbs first!

THE NOSE-BLEED SECTION

At either side of the Coliseum floor is a teleport pad that transports Dante up to the top levels. Ascend the stairs to the higher platform, and find the two **Green Orbs** on either side of the Coliseum. When Dante walks onto the glowing platform in the center of the "skyway," a **Blue Orb Slice** from above falls. While standing here, notice the **Yellow Orb** glowing in the background. Run around the lower ledge to collect it, and then drop to the ground below.



When Dante steps on the glowing circle in the center on the ground, a voice inside his head tells him to offer a sacrifice to the Coliseum. What do you know, a perfect offering shows up!



Final Griffon

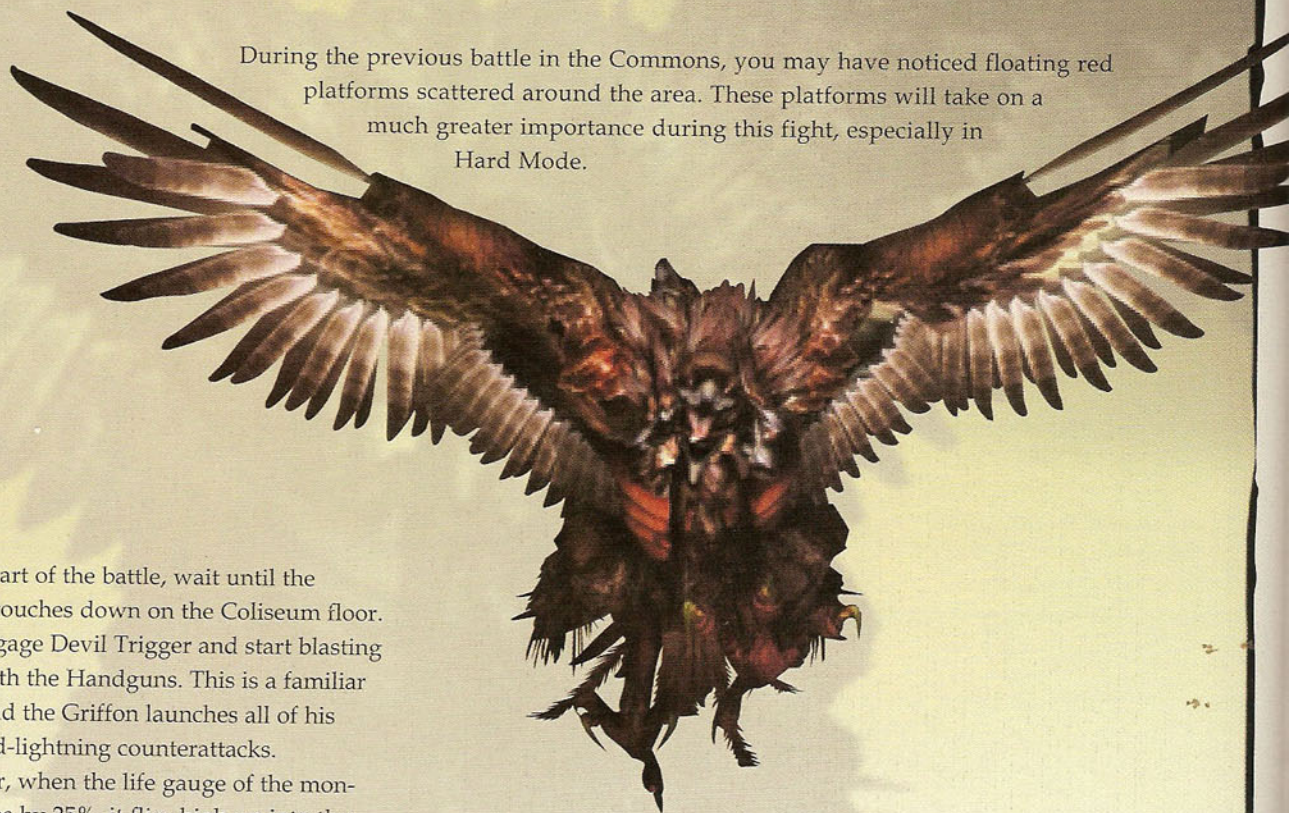
SUGGESTED LEVELS

Life Meter		(x5)
Devil Gauges		
Preferred Weapons	Alastor, Handguns	
Special Moves	Air Raid, Air Hike	

This is it, the final showdown with the bird-devil. The battle will decide whether the Griffon serves his master well, or whether Dante's vengeance is righteous. Review the Griffon's page in the Enemy section of the File Menu, and then prepare to get it on for real this time.



During the previous battle in the Commons, you may have noticed floating red platforms scattered around the area. These platforms will take on a much greater importance during this fight, especially in Hard Mode.



At the start of the battle, wait until the Griffon touches down on the Coliseum floor. Then engage Devil Trigger and start blasting away with the Handguns. This is a familiar tactic, and the Griffon launches all of his usual red-lightning counterattacks. However, when the life gauge of the monster drops by 25%, it flies high up into the air out of firing range. At this point, the Griffon creates a net of lightning across the ground. Standing on the surface quickly becomes a bad idea. This is where the floating red platforms come into play. Leap onto one of the platforms and stay there until the net dissipates, or until the Griffon sets up another lightning net at Dante's higher level.



Final Griffon



Keep doing this until the Griffon launches a series of vertical and horizontal red lightning attacks. Dodge them while advancing to one of the teleport pads on either side of the Coliseum. On the top level, switch on the Devil Trigger and start pounding away with the Handguns. If Griffon lasts through another round of this, leap off the skywalk and perform Air Raid. Circle around the flying Griffon and pound away.

When the Griffon loses half of its health, Dante blasts off one of its wings. The monster plummets to the ground, crashing through the skywalk. Dante drops to the ground unharmed if he is up high when this occurs. Missing a wing, Griffon becomes unable to stay airborne. The rest of the battle proceeds much as it did in the Commons several missions ago.

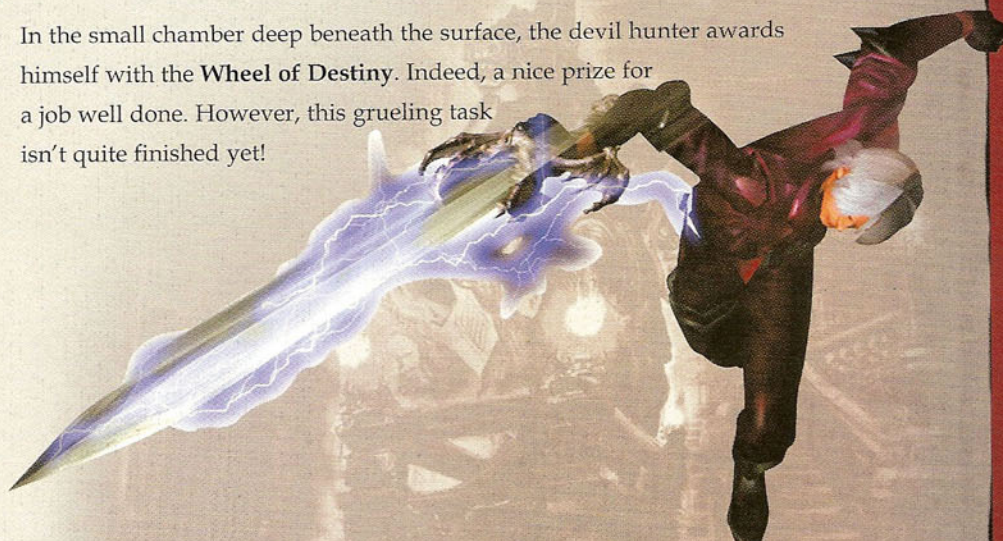


DESTINY CALLS

Following the sacrifice of the Griffon, an elevator platform appears in the center of the ruined Coliseum. Jumping onto the lift is tricky. Position Dante at the base of the column, and kick-jump onto the top. The Air Hike will most likely carry Dante over the column, proving frustrating.



In the small chamber deep beneath the surface, the devil hunter awards himself with the **Wheel of Destiny**. Indeed, a nice prize for a job well done. However, this grueling task isn't quite finished yet!



Mission 16

Nightmare of Darkness

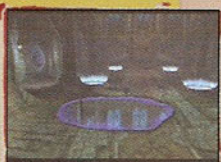
MISSION OBJECTIVES



Use the Wheel of Destiny to lower the drawbridge back to the castle.



Strike the blue dial that appears in the Main Hall, and then defeat the Plasma to unseal the blue double doors.



Examine the pool of water in the Cathedral.



Experience the Nightmare.



Hold the Staff of Hermes at the Path of Trials.



Find new items in the Master Bedroom.



Jump through the left portrait.

RETURN TO THE CASTLE

A **Blue Orb Slice** has suddenly appeared to the left of the elevator platform. Return to the surface and exit the ruined Coliseum. Sin Scythes haunt Dante while crossing the Commons area. As the blue ground lights indicate, it is time to return to the drawbridge area.



Secret Mission 9

Reenter the Coliseum, where Dante encounters a large group of Sargasso skulls. The objective is to jump upward from skull to skull to reach the **Blue Orb Slice** suspended in the air. Reaching the slice achieves the ninth star in the final ranking screen.

MADNESS OF THE DARK

Use the Wheel of Destiny to lower the drawbridge and cross back into the castle. Take note of the change in the layout of the building. Move Dante to the east wall where there was once a door. Across from the missing door are four armor suits. Smash them for **Red Orbs**.

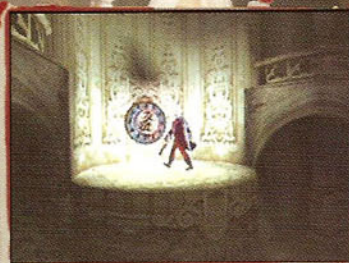


GOSH, IT'S DARK!

The entire castle is now pitch black. Without the Luminite rock, Dante can't see a thing and he is bound to die. If the glowing rock was not obtained previously, return to one of the corridors on either side of the Coliseum and get the Luminite!

EVIL LIGHT IN THE DARK

Open the red double doors into the Main Hall. Suspended high above the ground is a **Blue Orb Slice**. There are two ways to reach it. Perform an Air Hike from the base of the shop statue, or jump up slightly from the 3F balcony and trigger Air Raid, then glide across the air to the slice. You can find another **Blue Orb Slice** tucked away under the east portion of the center stairs.



The double blue doors are sealed. Move to the top of the Main Hall, where you should notice that the giant statue of Mundus has disappeared. Now there's a blue dial in its place.

WAIT! EQUIP THE IFRIT GAUNTLETS!

Before striking the blue dial at the top of the Main Hall, make sure you equip the Ifrits. Pressing on R3 (the right analog stick) accomplishes this without accessing the Weapons Menu.

ENTER PLASMA

With the Ifrits on and the Devil Gauges hopefully at full, strike the blue dial. Lightning strikes the statue of the holy crusader, transforming the knight into a giant blue bat. As Dante watches in horror, the creature shifts shapes and assumes his own form!



Immediately jump off the platform to avoid the eye laser of the Plasma. Use the Ifrits to pound on the creature to avoid splitting it into three pieces before killing it. The blue double doors are unsealed when the Plasma is dead. Keep Ifrits handy as you enter.

Three more Plasma creatures roam in the Airplane Hangar. Attack only with the Ifrits and avoid getting caught between all three. Devil Trigger and pound away as fast as possible. If your luck runs out, there could be an army of Plasma to battle! If one of the Plasma creatures assumes bat form, Devil Trigger and blast it out of the air with Ifrit-enhanced bullets.



MORE DIABOLICAL CHANGES

After defeating the Plasmas, note that the entrance to the B2F Slave's Arena no longer exists. The rounded corridor is still outside the Hangar, and, thankfully, so is the Study. Smash the new tables in the Study for **Red Orbs**, and use the shop statue to power up the Ifrits. Outside the Study, jump up to the face ornament above the portrait to knock a **Blue Orb Slice** loose from the sky.



The layout changes again while proceeding through the rounded corridor, blasting Marionettes and Fetishes out of the path. The gold doors to the Fountain are gone, replaced by several armor suits that can be smashed for **Red Orbs**. Three more suits stand in the corner next to where the Library doors used to be, and these hold **Red Orbs** also. Enter the Cathedral doors.



POWERING UP

You should now buy moves such as Rolling Blaze and Inferno. Take some time out during missions to hunt extra enemies and build up a Red Orb cache. Monsters such as Frost and Fetishes provide an excellent supply of Red Orbs!

CONCENTRATED EVIL

The Cathedral has also experienced some bizarre changes. The door to the Path of Trials is mysteriously barred. Blue dials hang on the walls in four locations, and multi-colored circles are positioned across the floor. A pool of water is near the entrance, and when examined, a terrible creature emerges!

STRIKE THE DIAL FIRST!

Strike any of the dials before examining the pool of water. The entire room bursts into light. This will immediately give you the advantage at the start of the next boss fight.

Nightmare

SUGGESTED LEVELS

Life Meter	<div><div></div></div> 120%	 (x5)
Devil Gauges	<div><div></div></div>	
Preferred Weapons	Alastor, Handguns	
Special Moves	Air Raid	



120

When Nightmare emerges from the pool of evil, it will be in its widespread slime form. The creature sends small bits of itself after Dante, which entangle him and then burst into ice. Start this fight by striking one of the blue dials immediately before examining the pool. In light, Nightmare must assume solid form.

Dante cannot fight Nightmare in its slime form. Move to one of the blue dials in the room and strike it until the Cathedral bursts into light. While the room is bright, Nightmare stays in solid form. Until the dial is fully lit, Nightmare sends smoky tendrils after Dante. You can blast them with the Handguns and leap away when they burst into ice. While in slime form, the creature will attempt to capture Dante in a slime cocoon. If this happens, the Nightmare envelops Dante.



Inside the Nightmare, Dante faces enemies from previous encounters. During the fight in the Cathedral, if the Nightmare sucks in Dante then he must fight six Sargasso skulls and a Giant Sargasso. Once these are smashed, a mini-boss fight occurs against a weaker version of the Phantom. Launching an Air Raid is the best option. When the boss dies, it should release enough Red and Green Orbs to restore Dante completely! Step on the circle to return to reality.



Nightmare

When Dante returns to reality from inside the Nightmare, he will explode out of the creature and reduce the health of the monster by 25%! Therefore, it is a *good strategy* to allow the Nightmare to swallow Dante. However, avoid letting this happen until the battle is almost finished or Dante's health and magic are low. After being inside the Nightmare, striking the dials ignites them with a yellowish light that doesn't fade half as quickly as before, so you can keep Nightmare in its solid, vulnerable state for longer.



In solid form, stay away from the front of the creature or it will blast the area with a thick column of ice. The attack freezes Dante and he will take immense damage when the ice bursts. When this happens, wiggle the left analog stick until he breaks free. Stay to the side or rear of the creature as much as possible. Yet, there are hazards in these areas as well. From the side, a sharp protrusion shoots out of Nightmare and impales Dante. From the rear, a cloud of black missiles seek out Dante.



Nightmare becomes vulnerable when it reveals one of its cores. They resemble glowing black balls that emerge from the top or rear of the solid creature. They appear in an attempt to siphon Dante's Devil power. It is from these that the black guided missiles are fired. The best strategy is to dodge attacks until one of these cores emerges. Then Devil Trigger and perform Air Raid, smashing the black ball with bursts of lightning. The Air Raid will also help Dante defend against the guided missiles. If Devil power runs out, leap onto the creature and slash away at the core directly with Alastor. Be ready to leap off the Nightmare when the core submerges again, or Dante takes damage.

Keep repeating this strategy until the Nightmare's health is reduced to one-third, and then allow it to envelop Dante. Or, if Dante's health is at one-third or less, go into the Nightmare so Dante can recuperate health and magic. Overcoming the fake monsters within the Nightmare forces its ultimately defeat. Collect the orbs left by the dissolving creature, and proceed through the doors to the Path of Trials.



Secret Mission 6

Immediately after defeating Nightmare, return to the Airplane Hangar to activate this hidden objective. There are four Shadows hidden in three rooms. Two are in the Airplane Hangar, one in the Main Hall and one near the portcullis. Find and defeat all four Shadows to achieve the sixth star in the final ranking screen. More details and tips are in the **Secret Missions** chapter.

PORTAL ACTIVATION

Cross the broken Path of Trials, or drop into the Sargasso-filled Abyss below. Either way, reach the insignia at the end and hold up the similar Staff of Hermes. Two magic portraits appear on either side of the crest. Leap into the reddish picture on the right.

Inside the Master Bedroom, the shop statue is still active. A **Blue Orb Slice** stands beside the bed, and Dante can leap on top the canopy for an **Untouchable**. Invincibility, and plenty of it, is needed in the hours to come. When finished here, step on the black circle to return to the Path of Trials. Back on the floating platform, jump through the blue-tinted left portrait to end the mission.



Mission 17

Parted Memento

MISSION OBJECTIVES



Ascend the spiral stairs to the top, and then jump into the left magic portrait.



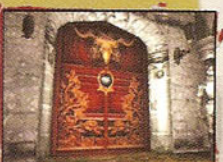
Defeat the Frost devils in the Outdoor Arena.



Carve through to the rounded corridor to the end.



Defeat the Dracolich with its own attack.



Return to the goat's head door with the Quicksilver.



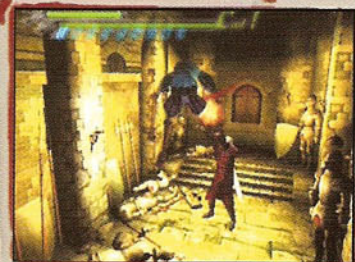
Finalize Dante's relationship with Nelo Angelo.

Secret Mission 7

Just after starting Mission 17, step back onto the black circle and return to the floating platform. Jump across the Path of Trials without falling in, and this nearly impossible secret mission commences.

DEFINITION OF EVIL

Check the in-game map to determine Dante's new location. In this first floor room, smashing the furniture avails nothing. Take the spiral stairs to the opening on the second floor, wherein a Marionette can be killed and virtually every furniture piece holds Red Orbs. Continue to ascend the spiral stairs to the top and enter the door bearing the crest of Hermes.



Search the bookshelves and desk in the study on the third floor. Various clues point Dante to examine the duality of nature, and indicate that evil is a reflection. These are important hints for later. Right now, move to the two empty frames at the back of the room, which activates the left portrait. Jump into the portrait to continue.



BEFORE JUMPING THROUGH...

There are no shops in the coming section of the dark castle. So if Dante is close to obtaining an Ifrit skill, it would be wiser to backtrack to the Path of Trials and hunt in the castle until gaining the skill.

HELL HATH FROZEN OVER

Dante leaps through the magic portrait into an outdoor arena of sorts. Check the in-game map for orientation, and then cross the open area to the double doors. The exit seals and yet a new enemy appears!



FROSTS

Frosts are weak against cold, so employ the hand-to-hand style of the Ifrits. Frosts are much tougher than Blades or Giant Blades, so buckle down. When a Frost jumps at Dante, it comes down with an ice attack similar to the Inferno. Jump out of the way and while in midair, press the Circle button to execute the Ifrits' air kick. After knocking a Frost off balance with this, serve up a brutal series of quick fiery punches and kicks. Avoid getting trapped between them, and Devil Trigger whenever possible.



THE DRACOLICH AND THE GOAT'S HEAD DOOR

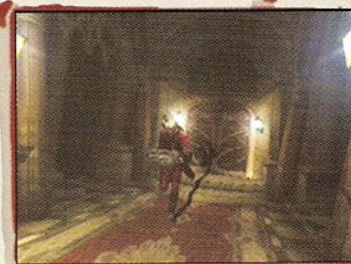
Defrosting the two ice devils unseals the double doors. Switch to the Alastor/Shotgun combo and enter. Marionettes and Fetishes clog the rounded corridor to its end. Do not be afraid to Devil Trigger if it helps reduce damage.



The first door in the corridor is engraved with a goat's head, and the rounded indentation is just begging for some kind of key item. At the midpoint of the corridor, several armor suits contain **Red Orbs**. The table beside the last door yields a **Red Orb**.



Enter the last door of the rounded corridor, and proceed into the long room as fast as possible. A large dinosaur skeleton, referred to as the "Dracolich," will fire a flaming missile at Dante. Dodge this by kick-jumping to the upper level. Run toward the Dracolich and take shelter on the small, unseen porch off to the right. Incidentally, a **Blue Orb Slice** should fall from the air, provided the jump is just inside the arched entrance of the porch. **17-A**



Here's the situation: A tombstone on the ground floor hints at how to defeat the Dracolich. Dante cannot attack the creature head-on, because an invisible force field knocks him back each time he approaches. Attached to the ceiling is a reflector-dish of some sort. Standing on the second floor ledge directly behind the dish protects Dante from the Dracolich's fireballs **17-B**. Standing here, swing the Alastor each time a fireball shoots at Dante, and knock it back at the Dracolich. Dante scores a successful rebound when the fireball does not explode in the reflector dish and the Dracolich screams in rage.





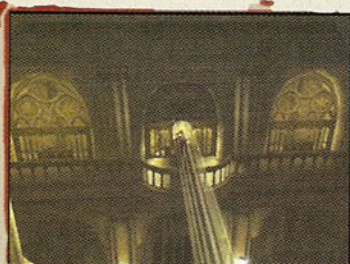
In Normal Mode, knock three fireballs back at the Dracolich to cause the massive skeleton to explode. The force field drops, and a spotlight rises from the ground floor. Move to the crank mounted on the wall to the side of the spotlight, and press X to grab it.

QUICKSILVER ON THE HIGH BALCONY

To move the spotlight, you must actually rotate the Left Analog Stick. Whether you rotate the stick right or left doesn't matter, just keep rotating until the spotlight's beam shines in the reflector dish. The reflected light reveals the Quicksilver high on the balcony on the other side.



Here comes the tricky part. With the Air Hike, reaching the item is no problem. Just jump from the edge of the raised center platform, and double-jump to the balcony where the item is located. If Dante does not yet know Air Hike, then use the invisible platforms suspended around the large space to get across. When lightning strikes, the invisible platforms are briefly visible. Wait for the next lightning flash, and jump to the platform while it is illuminated **17-C**. Move to the forward edge of the piece and wait until lightning strikes again. On the next flash, jump to the next platform. Continue this until Dante is near the item high on the balcony. Whichever way you choose, grab the Quicksilver and return to the goat's head door in the rounded corridor.



CAUTIONARY NOTE

Before entering the door, make sure that Dante is at full health and magic. If not, reenter the Dracolich's chamber and immediately return to the rounded corridor to make enemies reappear. Fight the regenerating enemies as many times as it takes to obtain some Green Orbs and to refill the Devil Gauges. Ahead is a fight against an extremely vengeful enemy...

Nelo Angelo Unmasked ANGELO UNMASKED

SUGGESTED LEVELS

Life Meter	<div><div></div></div> 130%	
Devil Gauges	<div><div></div></div>	(x6)
Preferred Weapons	Ifrits, Handguns	
Special Moves	Rolling Blaze, Kick13 Lv2, Magma Drive, Meteor Lv1	

The room beyond the goat's head door is the Castellian's Throne, and the master of the castle stands near the windows. Fed up with his previous defeats, Nelo Angelo removes his dark helmet. With his true face revealed, the evil swordsman now has better field of vision and greater reaction speed.



Nelo Angelo Unmasked ANGELO UNMASKED

Get ready for an incredibly difficult battle! Although the gloves are off, Dante seems to have a much better chance of survival using the Ifrit gauntlets. Even if you don't have the recommended special moves listed at the start of the fight, the Alastor is somehow inefficient for this fight.

Jump into the air and press the Circle button to fly at Nelo Angelo with a fiery kick. From there, Devil Trigger and attack furiously. Dante will use up his powers much more quickly with the gauntlets, so do not be afraid to use up any or all Devil Stars. The Magma Drive sometimes negates the dark knight's guard, so try this before launching into the next Devil Trigger. If the enemy manages to knock Dante away, use the Kick13 to get right back in his face. This move also works against Nelo Angelo's attempts to knock Dante in the air.



Don't let Nelo Angelo get away from Dante or he will teleport to a floating position in the air over the entrance. From here, the evil warrior manufactures circles of magic swords in the air. These weapons rotate to a certain angle, and then shoot toward the ground. Take a moment to watch the swords, and then try to predict at which angle they will fall. With some luck, it is possible to jump out of the way in time. However, a better strategy is to leap at the swords with the Rolling Blaze ability. The fiery, leaping Dante knocks the swords from the sky.

Nelo Angelo tries to stay by the stairs for the rest of the battle if possible. This is a terrible area for Dante strategically, since he cannot remain in the air. Make it hard for Nelo Angelo to stay aloft, yet Dante cannot approach him or the dark knight will fire an energy blast at extremely close range. Knock him out of the air by Devil Triggering and blasting him continuously with the Handguns.



This takes quite a few hits, so be prepared to dodge swords and other attacks. A much quicker way is to fire a Meteor attack at the floating swordsman. Even one blast should knock him back to the ground. On the ground, Nelo Angelo may fire energy blasts at Dante. Dodge attacks and keep firing the Handguns, but stay in the center of the area. Basically, let the enemy know that fighting near the entrance is not an option and he will eventually come to you.

Everything suggested in this boss fight can be used, and still Dante may die several times. This round, Nelo Angelo is extremely tough! If Dante's health bar turns red, break away and use a Vital Star. If Dante and Nelo Angelo are both extremely close to the end of their life meters, gain the advantage by using an Untouchable. While this item is in effect, Dante cannot be hurt and he remains in a constant Devil Trigger mode!





Teleport back to the portrait room.



Eliminate the Sin Scissors in the Aqua Arena.



Strike the blue dial and swim up the stairwell.



Follow the knights' jumping directions.



Take the Philosopher's Egg back to 1F. At the Reverse Fountain area, place the Philosopher's Egg in the brazier.



Brave another Nightmare.



Obtain the Elixir.

WEAPON OF LEGEND

Following the final defeat of Nelo Angelo, Dante receives the combined **Perfect Amulet**. The magical power of the complete necklace converts the Force Edge into its true form, the **Sword of Sparda**. When he has finished playing with his new toy, step onto the black teleport pad in the throne room.

When you return to the third floor room with the two mirrors, watch as the other portrait becomes active. Leaping through this frame teleports Dante to the underwater prison called the Bastille.

SPARDA

The true heirloom of the legendary dark knight is the most damaging of the Devil Arms. However, it has no Devil Gauges! This weapon is great to use against lower evils, such as the Marionettes and Fetishes, but more sophisticated enemies still require the magic touch of the Alastor or Ifrits. The Sword of Sparda will serve Dante better during the final confrontation of the game.

CELLS OF SORROW

Throughout this area, shoot underwater barrels and crates to release **Red Orbs**. Go through the hole in the cell wall into the next cell. Keep searching for hidden **Red Orbs**, then exit out to the hallway. Cross the corridor to the cell where more **Red Orbs** are plainly showing. Search all three cells in this area for orbs. In the cell across from the exit, which is mostly empty but for stockades, shoot the single barrel for a **Blue Orb Slice**. **18-A**



18-A

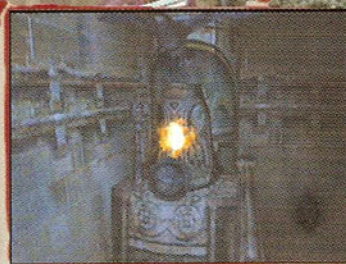
Swimming out to the B2F Underwater Arena, Sin Scissors ghosts surround Dante. Kill the two or three enemies and a gate opens between the giant horse statues. Swim to the gateway, and Dante leaps through a magic water wall into a dry area! Suspended above the exit is a **Red Orb**, but the armor suits do not hold any treats.



STAIRWAY OF AVALON

The stairwell still sports a blue eye dial at the bottom. Strike the dial and the room suddenly fills with water. Swim upward as fast as possible, because the water will disappear after 30 seconds. On the way up, look for a small platform sticking out from level 1F **18-B**. Swim onto this platform for a moment, and a **Blue Orb Slice** will appear.

Head for 2F, and swim toward one of the walls. When the water disappears, start climbing the stairs. Eventually, Dante encounters a fresco where a knight points across a chasm. The devil hunter can hyper-jump across to the continuing stairs on the other side. Keep ascending and follow the directions of the knights until Dante reaches the top. Once there, collect the shining **Philosopher's Egg** and head back down to the small red door on 2F.



THE REVERSE FOUNTAIN

Leaving the stairwell, Dante sees the castle Fountain in reverse. Below the entrance is a flaming brazier in which to place the Egg. But before doing so, kick-jump over to the balcony section to the left of the entrance.



In the reverse 2F rounded corridor, one or more Plasmas may greet Dante. The chance of Plasmas appearing is slight, so have the Ifrits handy just in case. Collect **Red Orbs** along the way, and at the end is a **Blue Orb Slice**.

Before placing the Philosopher's Egg in the brazier, check that Dante's health is at full and his Devil Gauges are brimming. As evidenced by the changes and additions to this area, Nightmare is about to reappear.



Nightmare II NIGHTMARE II

SUGGESTED LEVELS

Life Meter	<div><div></div></div> 130%	
Devil Gauges	<div><div></div></div>	(x6)
Preferred Weapons	Alastor, Handguns	
Special Moves	Air Raid	

Examine Nightmare's dossier in the Enemy section of the File Menu. This confrontation proceeds almost exactly like the last, with very little difference in attacks or weaknesses.

If Dante has low health or magic when Nightmare emerges, allow the slime form of the creature to swallow him up. The mini-boss inside the Nightmare is a false and easy version of the Griffon, and dispatching this creature to recover health and magic should pose no trouble.

When the battle ends, the brazier finishes transforming the Philosopher's Egg into the **Elixir**. Take this item to complete the mission.



Mission 19

Enter the Corrupted World

MISSION OBJECTIVES



Step on the new teleport pad in the Reverse Fountain area.



Descend the spiral stairs to the teleport pad on 1F.



Jump through the right portrait at the Path of Trials.



Use the Elixir to enter the Mirror Bedroom.



The center pedestal on the Patio holds the Philosopher's Stone.



Return to the Cathedral and examine the pool of water.



Use the Philosopher's Stone to unseal the Underworld.

BACKTRACK

The teleport pad that appears in the center of the Reverse Fountain area after the last encounter with Nightmare transports Dante back to the 3F room at the forefront of the castle. Descend the spiral stairs to 1F, stopping off to kill the Marionette in the side room. In the bottom floor room, use the teleport pad to return to the Path of Trials.

GLIMPSE OF THE MIRROR WORLD

The right portrait calls out to Dante. Jump into the portrait and move to the mirror from which Nelo Angelo emerged. Since evil is a reflected property, use the Elixir to cause ripples in the mirror. Press the X button again to step through into the Mirror World.



The Mirrored Bedroom is a replica of the Master Bedroom in reverse, but the shop statue has no power in this alternate dimension. The Patio doors are back though, so step through to the fake outdoors.



Jump off the balcony and cross the open space to the central pedestal. The moment Dante takes the **Philosopher's Stone** glimmering in the center, a host of bizarre new creatures invade the space. Use the Alastor to chop away at these monsters, and a second cut-scene highlights the bizarre transformation and ritualistic dance of the Nobodys. If this cut-scene plays out, the Nobody begins stealing Dante's Devil Power through its ritual dance! Press **SELECT** to prevent this from happening.



Nobodys that wear masks grow in size and can leave smart bombs that look like eyeballs lying around. Smash the smart bombs before they explode, and use Stinger attacks to destroy the Nobodys' masks. The Air Raid attack helps immensely.



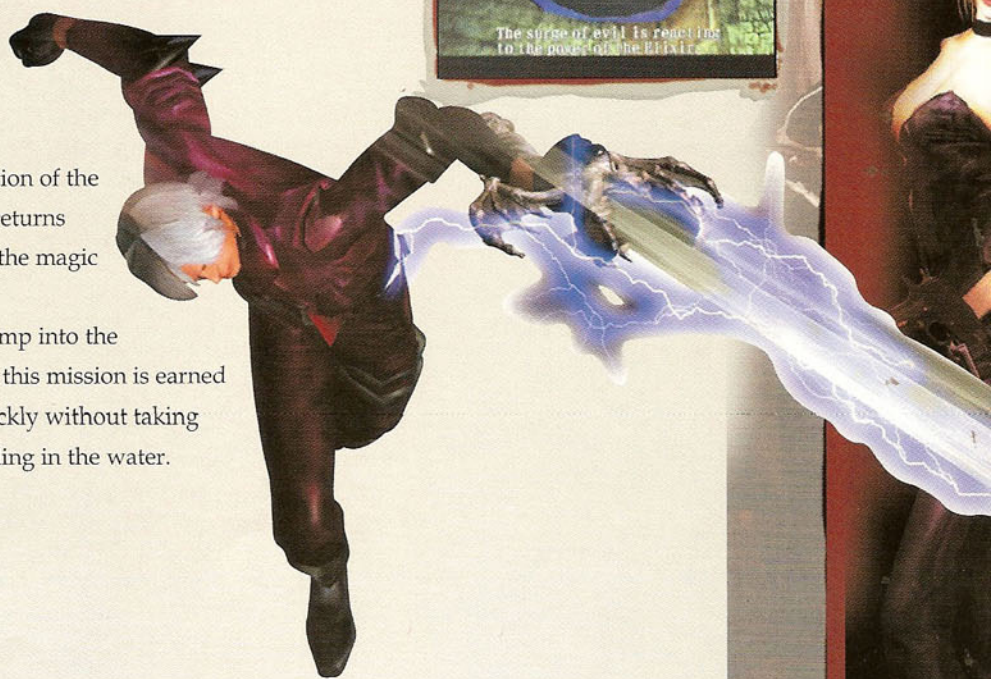
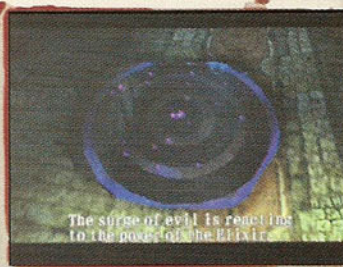
The exit remains sealed until the first trio of Nobodys are eliminated. Kick-jump up to the higher level and circle back around to the exit, noticing the sinister swirling sky of the Mirror Patio. Move past the hole above the Patio doors, and kick-jump over to the high ledge on the right. A **Blue Orb Slice** should be visible **19-A**. You can get it by performing a simple flip-jump in its direction. After obtaining the floating slice, return to the top ledge and perform an Air Raid. Glide over to the green-lit pavilion and drop onto the small ledge. Under the roof, another **Blue Orb Slice** will drop from the ceiling. **19-B**



ENTRANCE TO CORRUPTION

Return to the regular world, and step on the teleport pad back to the Path of Trials. Cross back to Cathedral, and examine the now effervescent pool of water. With the Philosopher's Stone handy, Dante falls in!

While dropping into the upside-down mirror reflection of the Cathedral, notice the living platform. This elevator returns Dante to the real world when desired. Move across the magic seal covering the broken glass dome, and insert the Philosopher's Stone into the eyeball-shaped hole. Jump into the Underworld to end the mission. An "S" ranking for this mission is earned through rapid navigation, eliminating Nobodys quickly without taking damage, and returning to the Cathedral without falling in the water.



Mission 20

Showdown with Nightmare

MISSION OBJECTIVES



Navigate the living corridor and fight the denizens of the Underworld.



Face Nightmare for the final time.

BELLY OF THE BEAST

Equip the Ifrit gauntlets and move through the corridor that seems to pulsate with evil. At the end of the short path is a red veil that quivers like living tissue. Use the Devil Arms to chop through it, and then leap into the room Ifrit-style to gain the advantage against two Frost devils. Avoid losing any health here, and avoid fighting these monsters if possible. Rip through the tissue opposite the Watcher of Time statue, and proceed into the next chamber.



Final Nightmare

SUGGESTED LEVELS

Life Meter		(x7)
Devil Gauges		
Preferred Weapons	Alastor, Handguns	
Special Moves	Stinger	

Once again, the Nightmare has returned to battle Dante in hopes of retribution for the previous fight. You can rest assured that this beast is ready to send Dante to his final resting place.



Although the strategy against the Nightmare is not much different from previous encounters, the tight space and the low ceiling contribute to the monster's advantage.



Quickly switch over to the Alastor. Dante will be vulnerable while switching, so equip the sword through the Weapons Menu instead of pressing R3. This time, the previous cut-scene prevents you from gaining an advantage by striking the dial beforehand. Run quickly around the slime to the dial on the wall. Use two or three Stinger attacks to light up the dial faster. This time more than before, it is essential to keep the enemy in a solid state, and to avoid entering the Nightmare until near the battle's conclusion.

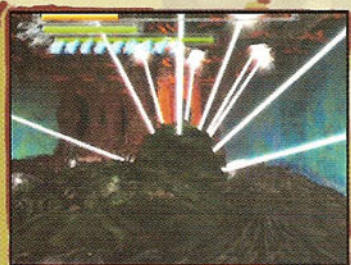
Final Nightmare

Because of the cramped space, it is unwise to attempt an Air Raid or other special moves. When Devil Trigger is available, switch on the power and shoot lightning-enhanced bullets into its exposed cores. Leap from side to side of the body of the monster as you shoot it to avoid countermeasures, and be ready to activate the dial again before the light completely dims.



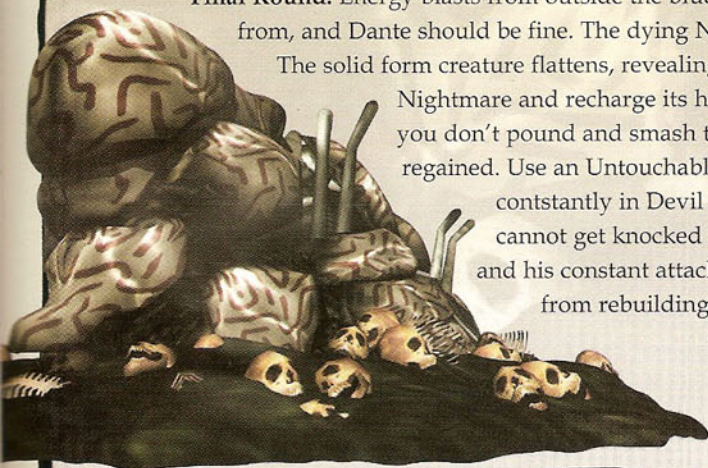
The bio-weapon exhibits two new attacks. The creature manufactures a large solid bar, which begins spinning around the room. The best strategy to avoid the deadly baton is to jump over the creature from one side to the other, using only the normal Handguns to attack any exposed cores. Don't stay aloft for very long either. The other new attack occurs only when the Nightmare is in slime form, so as long as the dials are lit, there are no worries. The slime-form Nightmare takes advantage of the low ceiling by hanging from it, attempting to trap Dante in a mesh net. Upon capturing the devil hunter, the Nightmare drops on Dante, causing incredible damage. Avoid this by sticking to the outside edges of the area. If caught, quickly attack one of the thick tendrils of the net to break free.

When the creature is at one third of its health, allow Dante to get sucked in. This time, the fight is against a weaker version of Nelo Angelo I. Use the Devil Trigger to eliminate the fake knight, and this mini-battle should fully restore Dante's health and magic.



Exploding out of the Nightmare, Dante should reduce the creature's health to 15% or less. At this point, a cut-scene interrupts the battle. Following this brief diversion, the final desperate struggle to destroy Nightmare begins!

Final Round: Energy blasts from outside the blue field vex Dante. Avoid the side where the shots are coming from, and Dante should be fine. The dying Nightmare is attempting to revive itself, and it must be stopped. The solid form creature flattens, revealing the true core. This reddish globe starts to rebuild the Nightmare and recharge its health. Every second that you don't pound and smash the core, health is regained. Use an Untouchable here. With Dante constantly in Devil Trigger mode, he cannot get knocked away from the core and his constant attacks prevent the creature from rebuilding itself.



Mission 21

Living Cave

MISSION OBJECTIVES



Smash the organ in the Heart Chamber to unseal the Claw Door.



Navigate the Intestines to the Magma Room.



Strike the red dials to raise platforms around the Magma Room.



Activate the highest dial to open the doors of Mundus.

SECRETS OF THE ROUND CHAMBER

Mission 21 begins just outside the Nightmare chamber. Backtrack briefly to the previous battleground, where an **Untouchable** rests near the entrance on the opposite side. 21-A



21-A



Return to the round chamber and explore the entire area. Tendrils that resemble large claws guard an entrance on a small rise. The claw retracts any time Dante gets close. On the ground beneath the sealed doorway is a **Holy Water**.

There is also a **Watcher of Time** in the room. Examine the wall across from the shop statue, and Dante will find a secret corridor! This secret corridor is the location of the final Secret Mission, detailed below.



To open the Claw Door, Dante must continue through the double doors opposite the entrance into the Heart Chamber.

Secret Mission 8

The objective of the lengthiest and trickiest secret mission in the game is to find a **Blue Orb Slice** and a special item called the **Bangle of Time**. This item stops all enemies on-screen while the power of the Devil Gauges lasts! The Bangle of Time is a nearly essential item for completing Hard Mode and even harder difficulty levels that are unlocked after finishing Normal Mode.

HEART OF DARKNESS

The Heart Chamber is the home of a complex organism that prevents the massive double doors on the far end from being sealed. However, the mechanism is dormant and still. The goal is to get the heart pumping again, and it is necessary to access the Left Intestine to do it. Jump across the rock platforms to the ledge left of the large doors. Smash the organ that resembles an Orb Lantern. Doing so unseals the Claw Door back in the previous round chamber.



THE LEFT INTESTINE

Through the Claw Door, travel through a twisting and cavorting path. Vampire-like tentacles of various colors extend from the walls to siphon Dante's life energy. If caught, he stands to lose a good deal of health to these probes. Blast the tendrils into submission with the Handguns, or use the Rolling Blaze to cut through their areas.



While in the Left Intestine, you must fight and defeat a masked Nobody three times. Spectral seals block the entrance and exit until the monster is dead. Be wary of tendrils in some of the areas, and do not stand in one place too long even as the Nobody is exploding. A strange worm-like creature burrows up through the ground to try to eat Dante!

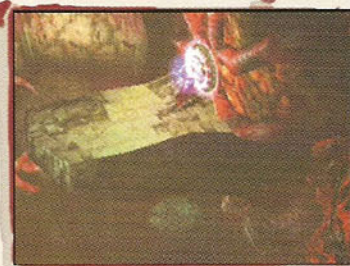


MAGMA LUNG

Quickly switch to the Ifrit Gauntlets and duke it out with two Plasmas in this room. Then hop across the molten lava to the red dial at the bottom of the cliffs. Chop the red dial to raise a platform on the other end of the ledges, and jump from platform to platform high over the room. At the midpoint of the ascent, smash an Orb Lantern for all it is worth. Strike the red dial beside the Orb Lantern and continue up to the exit at the top.



Hyper-jump across the top of the Heart Chamber. Strike the dial on the opposite side, removing the multiple spirits sealing the doors of Mundus's chamber. Jump down from the side of the high platform to the Heart Chamber below, and enter the massive doors to begin the next mission.



Mission 22

Legendary Battle

Angelform Mundus

SUGGESTED LEVELS

Life Meter	 (x7)
Devil Gauges	
Preferred Weapons	Flying Devil Form
Special Moves	Fire Dragon Attack

Gather your courage, for this battle is against a god! Controls for Dante's true form are different from normal. The analog stick moves Dante—while flying—left and right, up and down. However, the up and down angles are reversed, much as if you were flying an airplane. Press the Triangle button to boost speed, and dodge attacks. The Square or X buttons shoot fireballs at Mundus, and this is Dante's normal attack. Press the Circle button, and Dante spins Vortex-style. This is an important attack to keep in mind.

When the red Devil Gauges of the Sparda light completely, press L1 to activate Trueform Dante's special attack. The winged devil hunter creates a Fire Dragon that smashes into Mundus, destroying his protective shield and causing massive damage. The more Devil Gauges that are lit when the attack is launched, the more damage is inflicted against Mundus.



The God of Darkness flies far away and waits for Dante to approach. As the devil hunter flies toward Mundus, giant meteors attempt to smash him. You can destroy these with regular attacks. An even safer strategy is to dodge out of their path. Mundus also generates vertical lightning similar to the Griffon's. Stop attacking and concentrate on dodging between the electricity with quick boosts. The last, long-range attack is a hail of meteors. For this, move to one corner of the screen. As the meteors curve over toward Dante, dodge to another corner of the screen. Keep dodging until the meteor shower ends. Avoid attacking while dodging, since it slows down Dante's escape speed.



ANGELFORM MUNDUS

Eventually, Dante will come in close range of the god, and things become truly difficult. The four black orbs represent Mundus' protective barrier. Smashing these four orbs breaks the defense, enabling Dante to attack the winged god directly for several seconds before he can raise a new shield. Quicker than firing regular attacks, use the Circle button to spin Vortex-style at the orbs to destroy them. The smaller golden orbs continuously fire a barrage of plasma shots at Dante. Avoid the cloud of projectiles by dodging from side to side and top to bottom. The worst attack Mundus can use is his particle beam, fired from his third eye. Warning of this attack comes when an archaic circle appears around Mundus. Break off your assault and move to one side of the screen when this occurs. If Dante is at the center, Mundus will easily follow him with the beam wherever he goes. While hovering at the screen's edge when the attack starts, Dante has time to watch the direction where the beam is moving and can dodge out of the way.



It is almost impossible to stay at close range for long without taking several hits, and Mundus can reduce Dante's health quickly. There is another long battle after this, so conserve life energy for then. Therefore, if the Devil Gauges are not full, then use a Devil Star or two and launch another Fire Dragon. If you have enough Devil Stars, keep consuming them and launch Fire Dragon repeatedly. If not, rely on some of the other survival tactics described. At 25% health, Mundus flies off, and Dante must leap through all the hurdles over again as he approaches the god for another run.



Volcanic Mundus VOLCANIC MUNDUS

SUGGESTED LEVELS

Life Meter		(x7)
Devil Gauges		
Preferred Weapons	Sparda, Handguns	
Special Moves	Sparda	

Unable to remain in flight, Mundus and Dante crash into a lake of fire. Dante lands on a crest of rock, and Mundus raises several other crests that float around the inner area. Avoid leaping onto the floating crests, because the jumping distances are tricky to gauge and Mundus has a habit of smashing the floating rocks with Dante on them. On occasion, these floating rocks also inhibit Dante's ability to attack.



The Sparda has magic power to use against Mundus. Just keep pumping the Handguns at the god until the Devil Gauges are full. Then switch on Devil Trigger and launch energy balls at Mundus, similar to Nelo Angelo's attack. Make sure that no floating rocks are in the way. If one happens to come between the combatants, leap on the floating rocks and use the Sparda sword directly on Mundus. The sword lashes out with much greater distance and power than ever before, causing incredible damage. Dante takes less damage from standing on the lava in Devil Trigger state. Consume Devil Stars often and stay in Devil Trigger mode as much as possible. Also, while in Devil Trigger, Dante can fling the Sparda at Mundus in Round Trip style, and pound him with energy blasts while the sword chops away at Mundus's chest.



Volcanic Mundus

It's imperative to constantly dodge some attacks, but you must also prevent some attacks from occurring. Mundus launches the four large black orbs again, but for a different purpose now. They float near the surface of the lava for some time, and then Mundus collects them and creates a dangerously accurate meteor shower. To dodge this attack, smash at least three of the black orbs as they float around the area. The remaining orb only allows Mundus to create one homing meteor that is easy to dodge, rather than four meteors that cannot be avoided.



Another attack begins when Mundus creates a dozen small, golden orbs that float near Dante for a moment. Smash as many as possible, for the golden globes will soon become a rotating ring of destruction that can cause a fantastic amount of damage if they strike Dante. When Mundus flicks his wrist, he is capable of sending a duo of energy saw-blades at Dante. Dodge these by rolling from side to side, anticipating the second saw-blade immediately after the first.



This battle is so incredibly long that you will need to restore some life energy. Look for lava dragons to surface, and jump around the area until the creature notices you and commences attack. Dodge their fireballs, and keep firing the Handguns until the creature dies. Each lava dragon killed releases a Green Orb, which should give Dante the boost needed to finish the battle.



When Mundus's life gauge runs red, consume an Untouchable and run at him. Engage the Devil Trigger, and then hack and slash away with the evil god with the Sparda. Dante is immune to the lava and any attacks, so he should be able to finish the battle easily.

Mission 23

Mother's Guide

UNDERWORLD COLLAPSING

Beginning in the Hall of Mundus, Dante has exactly 5 minutes to reach the entrance of the Underworld before it collapses, or he dies. Return to the Heart Chamber, leap onto the pulsating organ and hop across to the exit. In the Round Chamber, avoid confrontation with a Shadow and proceed back to the Nightmare Chamber.



Navigate back to the Underworld's entrance.



Kill monsters that seal the exits.



Ride the living elevator back up to the real world.



Kill the Blades to unseal the Airplane Hangar doors.



Send Mundus back to the Underworld in pieces!



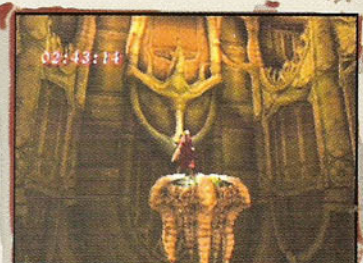
Fly the biplane through the escape caverns under Mallet Island.



Two Nobodys seal off the battleground where Nightmare was slain, and they must die for Dante to proceed. Use the Air Raid attack to get through this fight quickly. Remember that there is an **Untouchable** close to the exit if it was not obtained previously.



The Frost monsters near the entrance can be avoided, but there should be enough time to equip the Ifrits and go at it for a bit. After defeating them, return to the glowing teleport pad and return to the Upside-down Cathedral. Ride the living platform back up to the real world.



MALLET ISLAND MALADY

Marionettes fill the Cathedral, but the doors are not sealed. Dante does not have to destroy these, but if there are two or more minutes remaining, you should have plenty of time. Equip the Alastor and juggle the clown posse one last time.

The rounded 1F corridor is inhabited by two Blades that have sealed the Airplane Hangar doors. Slay these foes with Alastor/Shotgun attack combinations, and enter the Airplane Hangar before time expires!



LAST DANCE

The Airplane Hangar floor collapses, and Dante is hurled into the large chamber in the Waterways. Trapped, he watches in horror as the gateway to the Underworld rips open, and the vengeful Mundus comes after him one last time!



Trueform Mundus

SUGGESTED LEVELS

Life Meter	 140%	(x7)
Devil Gauges		
Preferred Weapons	Sparda, Handguns	
Special Moves	Sparda	

The crumbling god crawls across the floor toward Dante. The only attack Mundus has left is to fire a weak eyebeam in an arc across the ground, which can be easily dodged. If necessary, consume a Devil Star and perform the Air Raid attack. With eight or more full Devil Gauges, Dante should reduce Mundus to the point where a cut-scene interrupts.

When the battle resumes, just keep firing the Handguns until at least three Devil Gauges are full, then Devil Trigger and press R1 + X. The combined powers of the devil hunters sends Mundus straight back to Hell. But it's not over yet!



AIRPLANE ESCAPE!

The final task in the game is to pilot the old biplane through the treacherous caverns under the collapsing Mallet Island. The up and down axis is reversed again, much like the battle with Angelform Mundus. Pilot the biplane through the caves, blasting away stalagmites and stalactites with the R1 button. The life gauge measures the constitution of the biplane, and if you hit too many walls or obstructions, then it's over

WE ROCKED, BABY!

Normal Mode is now complete. Save your game, because immediately after the credits opens the challenge of the newly unlocked Hard Mode. To unlock secret characters and further powers, Dante's skills must become even greater! Keep reading in the **Bonuses and Secret Characters** chapter for more details about how the adventure continues...



Bonuses and Secret Characters

While most of *Devil May Cry*'s hidden items and secret missions are found during the game, new modes of play and new characters are unlocked as a reward for special achievement.

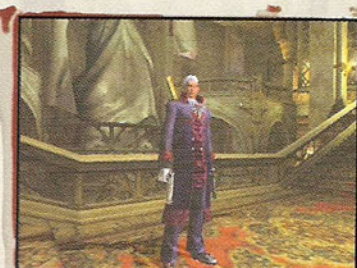
Hard Mode

Finish Normal Mode, and then save your game. From this save, you can play Hard Mode with all of the weapons and skills obtained in the previous game. You should note, however, that enemy sets change and boss stamina is much greater. Also, Dante's attacks inflict minimal damage, so your strategies and skills must improve quickly to survive. There is also an added *optional* boss fight with the Phantom at the Fountain inside the castle.



The Legendary Dark Knight

Complete Hard Mode to unlock a new character. Start a new game, and the "Character Select" option appears. Now you can play a new game from scratch as Dante's father, the legendary dark knight Sparda. He comes equipped with his own katana, the *Yamato*. While his style is regal and his appearance is human, his shadow reveals his true shape. Sparda also has his own theme music and his own memory card screen.



Dante Must Die!

Clear the intensely challenging Hard Mode to unlock a nightmarishly impossible "Dante Must Die!" Mode. Now you can begin a new game at any difficulty level, including this new mode. Once again, you carry over all the weapons and skills gathered in the previous game. The enemy sets are the same as in Hard Mode. Occasionally, a 30-second timer appears when entering a room. When the time elapses, all the enemies still alive will go into Devil Trigger mode! When red ribbons of energy swirl around them, enemies only take damage if Dante is in Devil Trigger mode himself. In addition, boss enemies only take damage while Dante is in Devil Trigger mode. Talk about scary!

Super Dante

Complete "Dante Must Die!" Mode, and you can select a new character to begin another ladder of play. On the loading screen, Dante ripples with supernatural power. Super Dante is the same as regular Dante, only his Devil Gauges never lose power. Playing through the entire game in Devil Trigger mode is a breeze!

Image Gallery

Achieve an "S" Ranking in every mission to unlock a special image gallery full of character art. The gallery will not open by defeating Easy Automatic Mode.

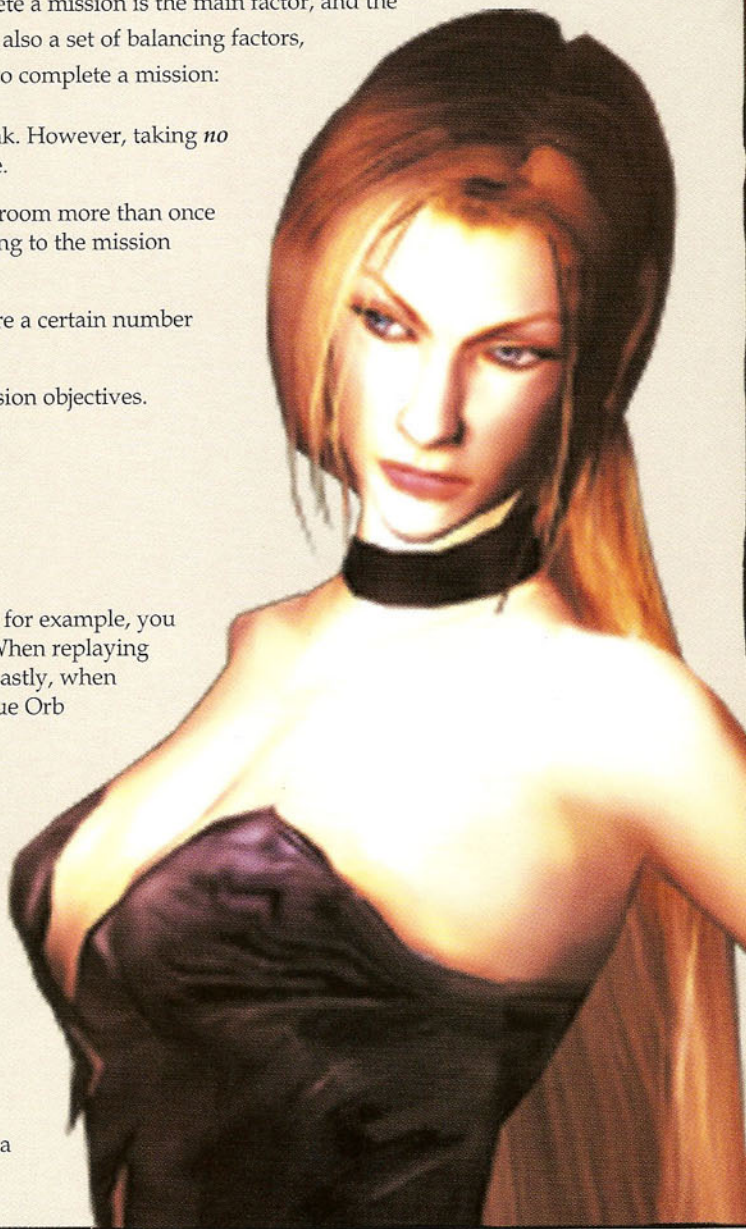
Mission Ranking

How do you achieve an "S" ranking in every mission? It takes hard work to accomplish this task. Mission ranking is a combination of several factors. The total time it takes to complete a mission is the main factor, and the required speed is different for each mission. However, there is also a set of balancing factors, which allow you to compensate for the length of time it takes to complete a mission:

- ❶ The amount of damage sustained may lower the rank. However, taking *no damage* improves your ranking by a full letter grade.
- ❷ Enter and leave each room only once. Do *not* visit a room more than once per mission, unless you're required to do so according to the mission objectives.
- ❸ Collect all the orbs in each mission. You must acquire a certain number of orbs per mission, or your ranking is lowered.
- ❹ Kill all the enemies in your path, sticking to the mission objectives. Do not leave a room while enemies are still alive.
- ❺ Do not use a Yellow Orb.
- ❻ Do not use a Vital Star.
- ❼ Do not use an Untouchable.
- ❽ Some missions have specific penalties. In Mission 5, for example, you can't allow the Melancholy Soul to lose its charge. When replaying Mission 9, do not skip the first Griffon boss battle. Lastly, when swimming through Mission 13, do not forget the Blue Orb Slice in the rear cargo hold.

Bonus Orbs

At the end of each mission, bonus orbs are awarded based on the ranking. Even a "D" rank receives bonus orbs, although a smaller amount. The higher the mission number, the more bonus orbs are awarded for better performance. Also, you can achieve Boss Bonuses by fighting a perfect or near-perfect battle against one of Mundus' devils. To achieve this bonus, you can't take any hits and must defeat the boss in a short amount of time.



Art Gallery

These amazing, full-color paintings were the basis of many areas in the game. After conquering this great game, it is interesting to see what the game was originally supposed to look like. Even Dante is dressed a bit differently in these renders!



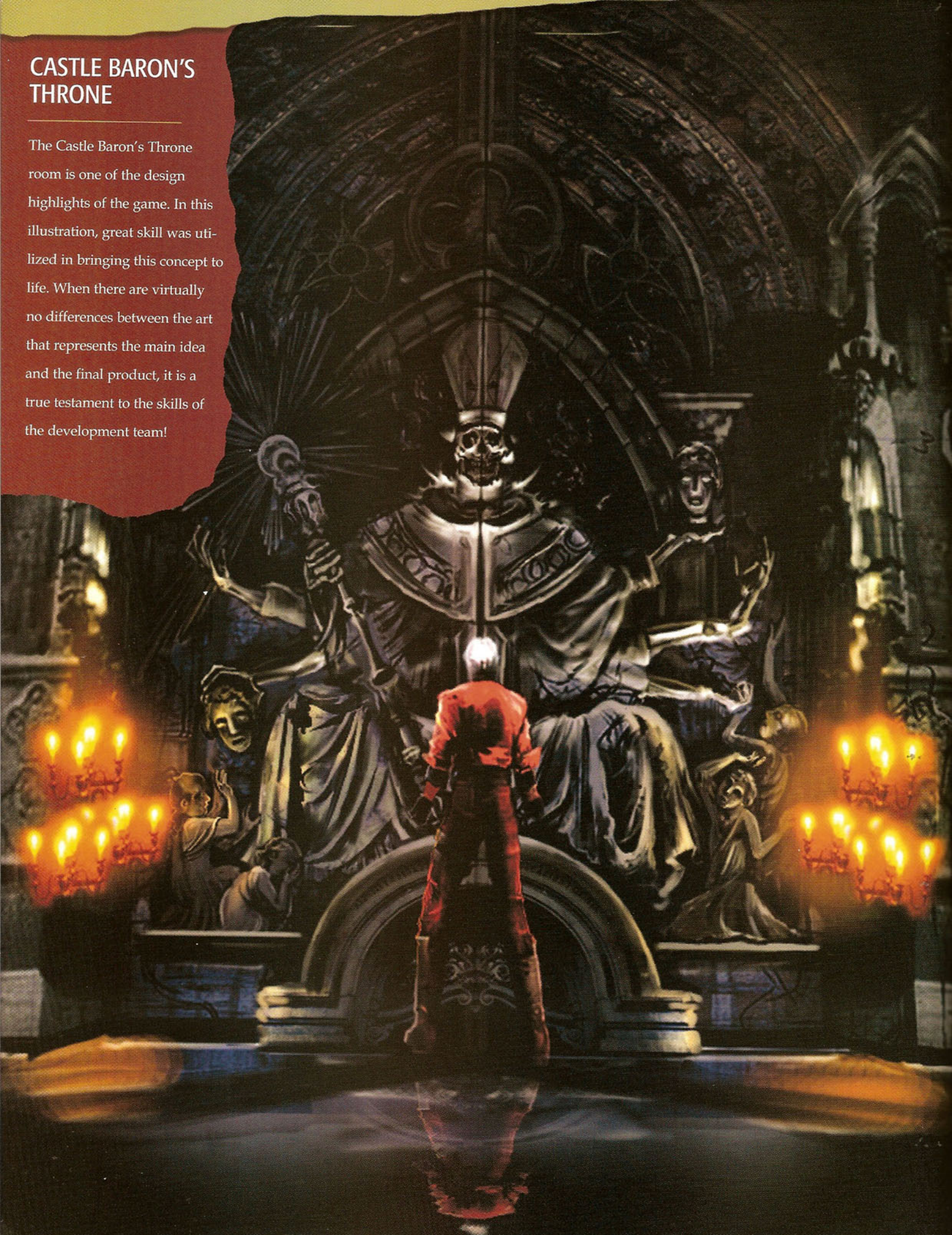


ANCIENT CASTLE

While this representation of the second floor corridor does not include the gold sarcophagus or the soul recharging statue, it does indicate that the angel statue played a larger role in the original concept. This hall was once called the Passage of Life, and the angel in this location was once the recharge point for the Melancholy Soul.

CASTLE BARON'S THRONE

The Castle Baron's Throne room is one of the design highlights of the game. In this illustration, great skill was utilized in bringing this concept to life. When there are virtually no differences between the art that represents the main idea and the final product, it is a true testament to the skills of the development team!



ANCIENT CASTLE, GALLERY HALLWAY

This painting illustrates one of the most notable changes from the concept to the final piece. Notice how the jutting head sculpture is depicted here in the center of the Gallery hallway, marking the entrance to the Fountain area. However, in the game it is located at the end of the corridor outside the Study on the first floor. The protruding sculpture would have interfered too much in combat, and prevented the Phantom from charging down the corridor after Dante.





THE WATERFALL

The Waterfall area was originally located outside the Greenhouse, but precious items were still hidden amongst the high ledges leading up to the source of the falls. Dante would have no problem leaping across this area if the platforms were left so low to the ground!





THE GREENHOUSE, EXTERIOR

The Greenhouse is a much larger and prettier building than originally intended.

Although difficult to create the tremendous amount of overgrowth intended to cover the Greenhouse, the sense of dilapidation and solitude in this location is very apparent.





THE GREENHOUSE, INTERIOR

Inside the Greenhouse, you get a much better sense of depth and structure than was originally planned. The wall surrounding the lower fountain area was removed, so that Dante and Nelo Angelo could engage in battle with fewer obstructions.





THE UNDERWORLD

A concept rendering done just to determine what the Underworld should look like, this image vividly illustrates the ghastly horror of the Underworld. The team worked hard to create a demon realm where the player appears to be traveling through the internal organs of some unknown monster.



THE MAIN HALL

The Main Hall has also retained an amazing amount of its original design concept. Look closely at the left side of the render and you'll notice the dilapidated second floor balcony, exactly as it appears in the game. Possibly the only noticeable difference is that Mundus is missing his wings.



THE COMMONS

This sketch of the Commons area indicates that much of the outdoor area was entirely rearranged at some point in the development process.

Originally, Dante would have to cross the Commons directly and enter the Coliseum, which is the only other visible landmark.

Interviews

BradyGAMES was given the opportunity to interview four of the main people involved in the creation of Devil May Cry. The interviews that follow shed some light on the creation of the game and allows you to step into the mind of the creators.

We would like to extend our sincere thanks to everyone for their involvement in this project.

HIROYUKI KOBAYASHI, *Producer*

Q: Please describe your role/responsibilities with Devil May Cry.

A: I am the producer. I supervise the game development team and make marketing and promotional projects with people in sales, publicity, and the advertising departments.

Q: What other games have you been involved with in the past?

A: I have been involved in the Resident Evil and Dino Crisis series.

Q: What was the game development team trying to achieve with the creation of Devil May Cry?

A: We pursued coolness, stylishness, freshness, and the interesting points of an action game.

Q: What are you the most proud of with this game?

A: I believe that we have created a coolness of action and a high quality of visual imagery.

Q: What aspect of the game do you hope gamers will find the most intriguing?

A: I would say the enjoyment of proceeding and clearing missions and the action part. In some way, this might be old-fashioned, using handguns, swords, and Devil Trigger.

Q: Are there any interesting subtleties in the game that you think gamers may not notice?

A: It is hard to name but if I think this game is Dante's episode, I would say, "the battle of 2000 years."

Q: Any plans for a sequel or a similar game?

A: This might happen at many requests.

Q: What's your next project?

A: My next project is Resident Evil remake for GameCube. We re-appoint Shinji Mikami as a director and start all over.

DOB:

8/12/72

HOBBY:

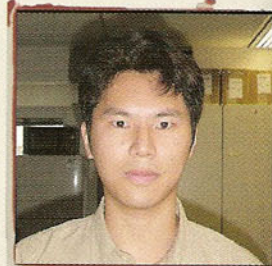
Watching movies at the cinema

MAJOR TITLES:

Resident Evil Series

Dino Crisis

Devil May Cry



TIMELINE



HIDEKI KAMIYA, *Director*

Q: Please describe your role/responsibilities with Devil May Cry.

A: I am the director. I built up the game system, view of the game, and story. I supervised and directed almost all, for example, of the development team, voice recording, and so on.

Q: What other games have you been involved with in the past?

A: I joined the development of Resident Evil when I joined Capcom, and then became director for Resident Evil 2.

Q: Who created the characters in Devil May Cry?

A: The designer, Mr. Makoto Tsuchibayashi, created the fundamental design and modeling. Since we were looking to express coolness in Devil May Cry, the characters became more attractive to him.

Q: What was the inspiration for the characters?

A: The main theme for Resident Evil is fear and terror. On the other hand, Devil May Cry's main theme is stylish coolness. What I would imagine from stylish coolness is that the main character faces enemies without flinching and does not get panicked under any circumstance. So I demanded that the main character still have strength and the ability to smile.

In clothing, I requested a costume with heroic imagery and originality that has the greatest impact but not too far away from the real world. The reason we colored his costume red is because red is the symbolic color for heroes in Japan.

Q: Who named the villain Mundus and why?

A: Mundus represents the universe in Latin I believe. In the game, Dark Emperor Mundus is the ruler of the Underworld. We meant to design Mundus as a God-like image instead of a devilish image so players could feel his dignity, distinctive character, and overwhelming power. We chose this name because it has magnificent imagery.

DOB:

12/19/70

HOBBIES:

Collecting CDs, finding a good noodle restaurant

MAJOR TITLES:

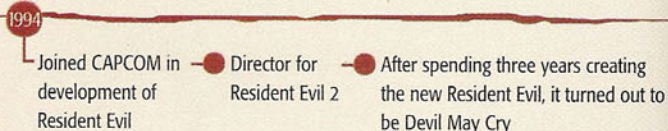
Resident Evil

Resident Evil 2

Devil May Cry



TIMELINE



Q: Who's your favorite character, and what's your favorite area in the game? Why?

A: I love them all, but if I were to pick one, I would choose Dante. He is strong and he can prevail under any circumstance, which is my ideal image for a hero. In addition, we have made the supporting characters to have as attractive an image as Dante. For instance, Trish tends to make us create her story; she is very attractive to us.

Q: What is the time/place of the game? The future, the recent past, the present? Is this our world or an alternate history?

A: I cannot comment on this. We thought that once we announce his [Dante's] age, height, weight, last name, and personal bio, he would not be mysterious anymore. So we did not decide any details about him.

However, we aimed to express the images as the real world. For example, you might think that there would be a shop like Dante's somewhere in the real world. I believe it would be so much fun to think "There could be somewhere, but we can't spot it."

Q: If Mallet Island were real, where would it be located geographically?

A: Since Mallet Island is the closest island to the Underworld, it would lose its mysterious atmosphere if we located it geographically. Mallet Island is set up as "it changes location every night." And it appears in unexpected places.

There are European-like documentary records in the castle. What I try to say is that there are many ways to think. For example, there might be people who might have been somewhere in Europe. They might have found those documented records and built the castle. The answer is not settled.

Q: What's your next project?

A: I am not sure. I might do a game for kids, but I haven't come up with any concrete ideas at this point.

KIYOHICO SAKATA, Programmer

Q: Please describe your role/responsibilities with Devil May Cry.

A: Mainly, I was in charge of the systematic part of programming. I supervised the entire programming.

Q: What other games have you been involved with in the past?

A: Resident Evil 1, 2, and 3

Q: Is there anything unusual about the character movement in the game?

A: It was hard to create movement of Dante as stylish, which is the main concept of this game.

Q: Is there anything unique about the fighting system and combat moves in the game?

A: It was hard to create smooth movement of camera work. If I stick with a stylish and cool scene, it would cause a move not to be smooth for Dante. On the other hand, if I stick with smooth character movement, camera work would be dull. It was hard to make a balance.

Q: Were the character/enemy movements programmed or motion-captured? How well did that work?

A: In event scenes, we arranged the motion-capture movement. For the other part, a person who is in charge of motion created it. When we tie motions or when we use different motions for the upper half or the lower half of the body, we programmed it.

Q: What is it like to program for the new PlayStation® 2 hardware?

A: PlayStation 2 is pretty hard to program. It can do everything; in contrast, we have to program every single detail. The first thing that came to my mind was that this is hard to handle. However, once we got familiar with it, it was fun to program.

DOB:

10/18/71

HOBBIES:

Driving cars, collecting watches, skiing, karaoke, watching movies

MAJOR TITLES:

Resident Evil
Resident Evil 2 & 3
Devil May Cry

TIMELINE

1994

1994

2000

Joined CAPCOM as a systematic programmer for Street Fighter Real Battle.
Joined as a development staff member for Resident Evil
Joined Devil May Cry team
Then developed Resident Evil 2 & 3



MASAMI UEDA, Music/Sound

Q: Please describe your role/responsibilities with Devil May Cry.

A: I composed and developed the surrounding music and checked the quality. Also, I taught technical guidance to two of my staff.

Q: What other games have you been involved with in the past?

A: Resident Evil 1, 2, and 3.

Q: What were your personal inspirations for the music for Devil May Cry?

A: I always think about Dante's feelings and reflect that to the background music. We try to avoid vague sounds. I aimed to create the musical structure to be up-tempo and easy to listen to and mixed several kinds of music to try to keep players from getting bored.

I would like players to pay attention to the synchronization of the game's visuals and music at the event scene.

Q: Do you work on the music before or during the game development?

A: I prepared before the game development started. I composed after I had a better understanding of the view of the game. I need some amount of time to create music as I imagine it.

Nowadays, there are a lot of directions, so I have to prepare at the very first stage of development.

Q: How do you create supernatural and hyper-realistic combat sound effects?

A: Because PlayStation 2 has a large amount of capacity, we didn't need to decrease the quality that much. We co-developed the sound effects with Sound Deluxe in Hollywood, so we are so proud of the music.

DOB:

11/19/74

HOBBY:

Developing a home page about American motorcycles.

MAJOR TITLES:

Resident Evil
Resident Evil 2
Resident Evil 3
Tricky Sliders
Devil May Cry



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ART GALLERY

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